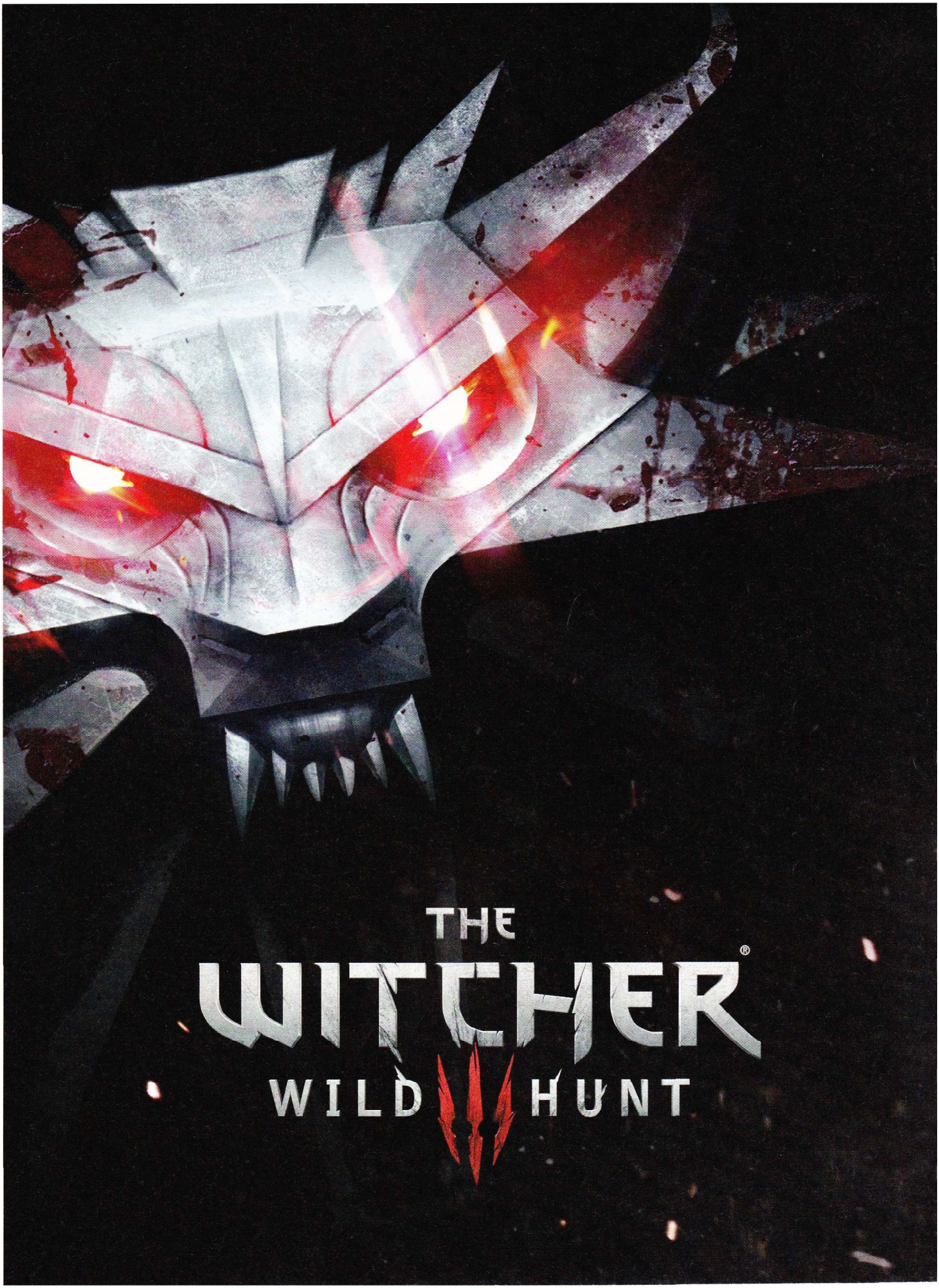
PRIMA®

Official Game Guide

COMPLETE EVERY QUEST!

PRIMA GAMES


THE
WITCHER®
WILD HUNT
III

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THE WITCHER 3: WILD HUNT – PRIMA STRATEGY GUIDE FOREWORD

Every once in a while, there's a party in the office and the entirety of RED gets the chance to hang out together—we eat good food, drink good drinks, do karaoke, play games, well… you get the point. Each time we get together, there's a particular feeling in the air. People come down to where the party is (the team works on many floors, and the party usually takes place on the ground floor), and, just after finishing a particular segment of the game, when you'd think people would like to *get work off their minds*, they start talking about what's cool about the game and what else we can do to make it even better. I remember how positively shocked I was when I heard that one of our artists actually roleplays the NPC whose house she's designing and decorating. "If I were an innkeeper, how would I organize my tavern?" she asks herself. "Would that work in real life?" that sort of thing. This, let's call it "ingredient X", is something truly empowering. It's real human emotion and a truly epic level of personal engagement; it's the will to pursue that unattainable perfection that's sometimes just around the corner, and to do it while having fun along the way. When you play *Wild Hunt*, it just oozes with that. From the grandest keeps and cities, to the little lonely bushes hardly anyone will even notice there's a bit of everyone's soul in this game.

And the guide you're now holding in your hands is a map.

The Witcher 3: Wild Hunt is an epic journey that puts you in the skin of a bounty hunter living in a dark fantasy world. You'll hunt monsters and tend to your gear, you'll be on your own and help, should you ever need it, is unlikely to come. It's you versus the horrors that creep inside primeval forests, murky lakes and the dodgy dark alleys of places you'll fear to visit. We've worked hard with the good people at Prima to make your life a bit easier—but just a bit.

We wish you as much fun playing *Wild Hunt* as we had creating it. A giant world beckons to be explored. Godspeed!

—Adam Badowski and the entire *Wild Hunt* Team

INTRODUCTION AND CHARACTERS

WITCHERS: NOT QUITE THE DEVILS YOU THOUGHT

A conviction has arisen amongst both mages and the hoi polloi that witchers barely rise a hair's breadth above animals, that they are deformed and bloodthirsty mutants, and that in slaking this thirst they do not limit themselves to the fluids of monsters. Meanwhile the research and observations of Virgil of Ban Ard paints an entirely different picture of this caste.

Of course, it is an indisputable fact that the mutations witchers undergo influence their temperament, immune system, strength and endurance, yet one cannot consider them unthinking beings forged only for killing as a result. In fact, witchers cultivate a unique culture, a specialized body of knowledge, an effective training system, and even a code of honor. They know an incredible amount about the effects of ingesting various organic and inorganic substances, and also a small amount, but nevertheless, something about the fundamentals of magic (by which I mean the simple spells they call "Signs").

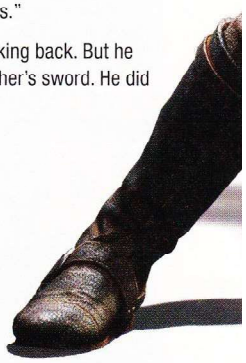
On the surface the witchers appear to be a homogeneous social entity, but in truth their fighting styles, training regimens, and world views differ significantly depending on which school they adhere to. The best-known witcher schools on the Continent are: the Wolf School, the Bear School, the Griffin School, the Viper School, and the Cat School.

FAIRYTALES AND STORIES

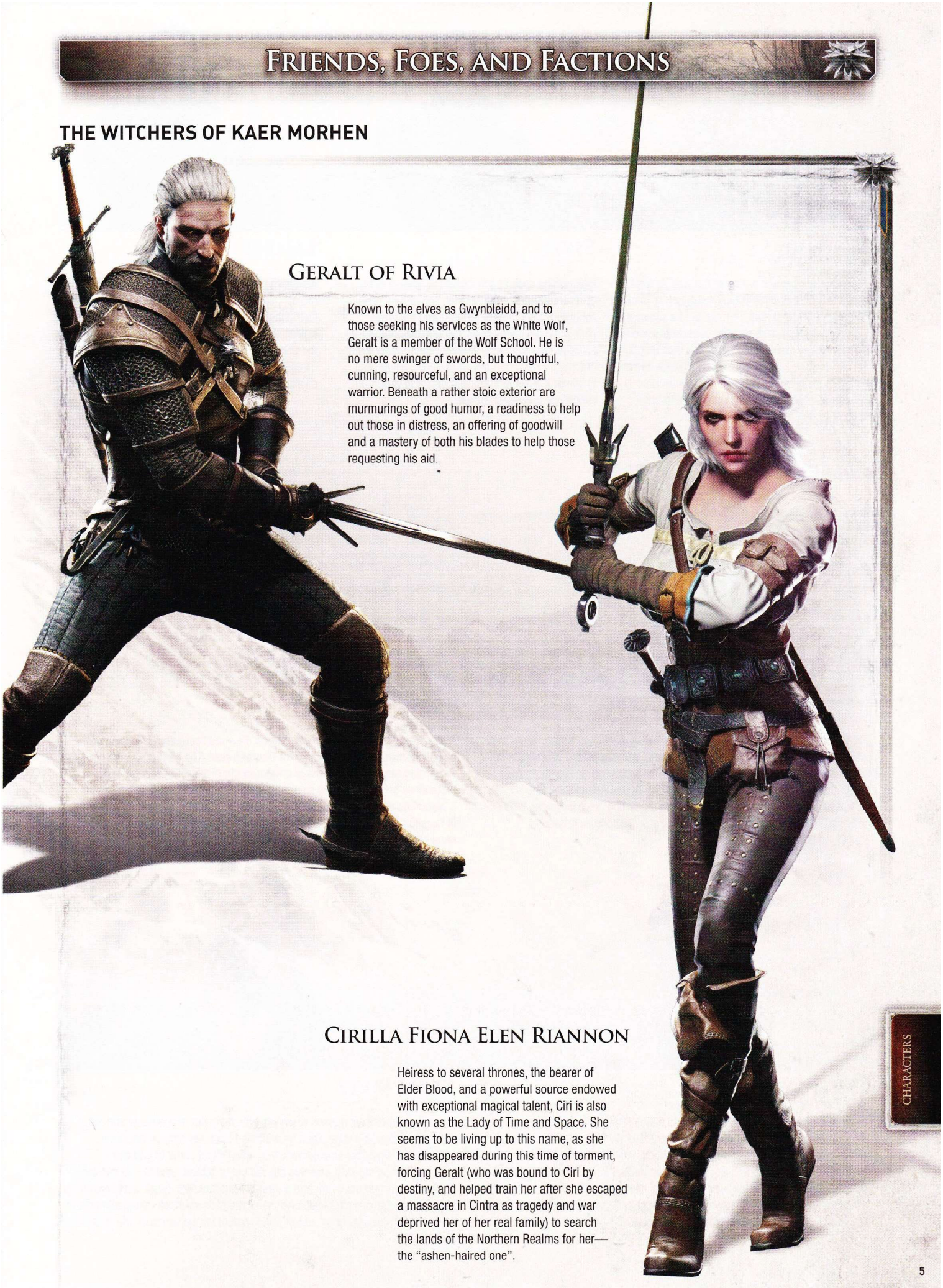
Then the fairy said to the witcher: "I will tell you what to do: put on a pair of iron shoes and pick up an iron staff. Walk in the iron shoes to the end of the world, pat the ground before you with the staff, and sprinkle it with tears. Walk through fire and water, do not stop, do not look back. And when your shoes wear out, and when the iron staff shatters, when the wind and the heat dry your eyes so that you cannot shed another tear, then you will have reached the world's end, and you will have found what you seek and what you love. Perhaps."

And so the witcher walked through fire and water without looking back. But he took neither the iron shoes nor the staff. He took only his witcher's sword. He did not heed the words of the fairy.

And that's a good thing, because she was an evil fairy.



THE WITCHERS OF KAER MORHEN



GERALT OF RIVIA

Known to the elves as Gwynbleidd, and to those seeking his services as the White Wolf, Geralt is a member of the Wolf School. He is no mere swinger of swords, but thoughtful, cunning, resourceful, and an exceptional warrior. Beneath a rather stoic exterior are murmurings of good humor, a readiness to help out those in distress, an offering of goodwill and a mastery of both his blades to help those requesting his aid.

CIRILLA FIONA ELEN RIANNON

Heiress to several thrones, the bearer of Elder Blood, and a powerful source endowed with exceptional magical talent, Ciri is also known as the Lady of Time and Space. She seems to be living up to this name, as she has disappeared during this time of torment, forcing Geralt (who was bound to Ciri by destiny, and helped train her after she escaped a massacre in Cintra as tragedy and war deprived her of her real family) to search the lands of the Northern Realms for her—the "ashen-haired one".

Vesemir

The oldest surviving member of the Wolf School of witchers, Vesemir's bones may creak louder than the battlement floors of Kaer Morhen, but he shows no signs of hanging up his swords, especially since he can better any man in combat, with a combination of his blades and magical prowess. Though harsh and demanding of his students, he has become something of a mentor in these later years. His respect is now earned, not demanded.

Eskel

Although he doesn't command the renown of his brethren, Eskel is a methodical, competent, and supremely talented witcher that met the White Wolf when they were boys, thrusting their wooden practice swords at Kaer Morhen. Eskel walks the Witcher's Path separately from Geralt, but returns to winter at Kaer Morhen, and drinks to past successes and fallen friends.

Lambert

Among the very last to train within the walls of Kaer Morhen, Lambert is the youngest of the remaining Wolf School witchers. He has a reputation for slaying the most ferocious and ravenous beasts of the Continent, but also a bluntness, arrogance, and sardonic wit that many find offputting. Despite these shortcomings, he remains loyal to his companions.

SORCERESSES OF THE LODGE

Yennefer of Vengerberg

A formidable sorceress, Yennefer first met Geralt more than twenty years ago, when a djinn intertwined their fates together. Even though the intervening time has proved their relationship to be strong, it is frequently as stormy as the waters off Undvik. Completely the opposite of Geralt, Yennefer is more socially competent, adept at politicking, but was in the wrong place when the Wild Hunt captured her. Fleeing their grasp, she now stands at the right hand of Emhyr var Emreis.

Triss Merigold

When one turns to a dictionary to look up the word "sorceress," there should be little surprise to find a painting of Triss Merigold. The perfect example of this profession, this former mage advisor to King Foltest holds none of the pretentions and haughtiness so apparent in some of her sisters of the Lodge. A warm and personable charm has won over many cold hearts, not least that of Geralt of Rivia. She was last seen in the city of Novigrad, helping her fellow mages from the pogrom against their kind.

Philippa Eilhart

While Miss Eilhart was also an advisor to a king (Vizimir II), she took a more avid interest in the power her standing provided, with the Council of Mages and eventually the Lodge of Sorceresses itself. She has incredible talents, but a rather prickly nature about her. It is said that several kings found out just how prickly, since she was implicated in Vizimir's death, as well as the assassinations of two other monarchs. Little wonder that she has vanished into hiding, and is now the quarry of King Radovid's special forces.

Keira Metz

Geralt first met this sorceress when she was flung out of a window and fell on his head during a coup. Then he stumbled upon her deep in the Velen countryside. When her employment with King Foltest came to and end (as had the king himself), she was chased out of Temeria and forced into exile, as she had earned the wrath and hatred of King Radovid. Geralt discovers she is now eking out an existence as a witch—a wisewoman stuck curing ailments of animals and peasants alike, all the while waiting for the winds of fate to blow in her favor.

Dandelion

The flamboyant troubadour and Oxenfurt academy graduate, Dandelion would be a court jester if his not-inconsiderable charisma hadn't allowed him to skirt any trouble—whether it was the numerous dalliances and affairs with the fairer sex, or skilled negotiations or stirring oratory to avoid the wrath of the powerful gentry. However, as his current whereabouts are unknown, this actor of some repute may have ruffled feathers one too many times.

Zoltan Chivay

A veteran of the Battle of Brenna, Zoltan Chivay is a ferocious force when armed with an axe, a master tactician when given a hillside and an ambush to attempt, and offers an ascerbic tongue when placated with mead. A soldier of fortune, player of Gwent, and loyal to both Dandelion and Geralt, he is a true force for good, and proves that no one is more loyal than a dwarf.

Avallac'h

Though little is known about this elven sage of the Aen Elle, it is apparent Avallac'h's path had crossed Geralt's in the preceeding years. Displaying an unnerving interest in the child of the Elder Blood, his exact motives remained unclear. With some investigation, it seems Avallac'h was a one-time tutor and mentor to Cirilla, as well as the chief advisor to the King of the Aen Elle—a monarch whose demise had precipitated a conflict between Avallac'h and the successor, Eredin.

THE NILFGAARDIANS

Emhyr var Emreis

There are few more formidable figures alive today than Emhyr var Emreis, Deithwen Addan ya Carn aep Morvudd (the White Flame Dancing on the Grave of his Foes), otherwise known as the Emperor of Nilfgaard. While he rules half of the known world, he has conquering aspirations for the other half. His path crossed that of Geralt's, after the emperor learned his daughter Ciri was in great danger, and that the witcher was a better tracker than any in his army. That, and a friendship with the sorceress Yennefer of Vengerberg, forged an unlikely (and mostly strained) alliance.

THE REDANIANS

Radovid V The Stern

An uncaring and paranoid ruler, seeking vengeance rather than compromise, and allegiance or a slow and wretched death, Radovid seeks to thwart Nilfgaard while continuing to slaughter as many mages as he could find, believing them the root cause of all evil in the world. Setting his sights on the Free City of Novigrad, he hopes to gain control of its treasury and strategic location. An intelligent man and puppet master, but one trapped in his own world of disturbing visions.

THE ZEALOTS OF NOVIGRAD

The Eternal Fire

The persecution of the mages, under orders from Radovid himself, has spread to Novigrad. The Church of the Eternal Fire (a religious organization comprised of fanatics with a hunger for group executions) runs the city, at least on the surface. Caleb Menge, the commander of the Temple Guard, is an opportunist and paranoid force of fear in this city, helped by preachers such as Nathaniel Pastodi, who have their own hypocritical deviancy to hide. Now the Eternal Fire allies itself with witch hunters (such as Graden) sworn loyal to Radovid. This is a marriage of the most frightening aspects of zealotry.

THE BIG FOUR OF NOVIGRAD

Sigismund Dijkstra

The former head of Redanian intelligence and a man Geralt had many dealings with in the past, Dijkstra the spy is masquerading as a count named Sigi Reuven, and has amassed a great wealth in the city of Novigrad as part of the Big Four crime families. Embroiled with Philippa Eilhart, and Radovid's frenzy of hatred for the sorceress, Dijkstra fell out of favor with the King, and has wisely gone to ground under the assumed name of "Sigi Reuven". But you can never keep a good political wrangler down…

Francis Bedlam, King of Beggars

Without a ruler for nigh on two hundred years, Novigrad's only "monarch" is the self-styled King of Beggars, a title that mocks the pomposity of such power. Managing a network of cut-purses and beggars, he offers them protection in exchange for the gossip they overheard, as well as a cut of their ill-gotten gains. He holds court in the aptly titled Putrid Grove area of the city.

Carlo "Cleaver" Varese

A violent and terrifying dwarf, "Cleaver" lives up to his nickname as he enjoys torturing his victims by feeding them to pigs and hacking off their fingers with his namesake blade. Unbalanced even during periods of peace in Novigrad, a recent attack by his rival Whoreson Junior has left Cleaver spitting blood. He means to hunt down and murder every one of Whoreson's men, even if that results in leaving the city in ruins.

Cyprian "Whoreson Junior" Wiley

One of Novigrad's most dangerous criminals, Whoreson Junior has inherited his father's businesses across the city, as well as his sadistic and shocking foibles towards the harlots he encounters. With the unwritten armistice between Novigrad's criminal groups broken, thanks to Whoreson's willingness to murder his three rivals, he has turned an already tumultuous time in Novigrad into utter chaos. Perhaps there is method to his madness?

THE TEMERIAN TWO

Vernon Roche

Before his forces were driven from his homelands, and he was forced to camp in a gorge in the woods close to Oxenfurt, Vernon Roche was the commander of the Temerian Special Forces, and one of King Foltest's most trusted subordinates. Few matched Roche's expertise in acts ranging from the modest (slaying a band of Scoia'tael) to the impressive (putting down rebelions). But now, he has lost everything; his king, his lands, and most of his men. Now he stages ambushes against the overwhelming forces that occupy the land.

Ves

Once a veteran officer of the Blue Stripes, and one of a handful of soldiers to survive the war with her commander. While Roche is stoic, Ves is much more headstrong, and but driven to reckless despair by the current situation of the war. It is fortunate, then, that her skills with the sword and the crossbow are nothing short of magical. Her sharpshooting and knife skills are utilized whenever she sees fit, a troubling tendency that Roche hopes to rein in.

THE DOWNTRODDEN AND DEVIANT

The Bloody Baron: Phillip Strenger

After the abandonment of the wooden fortress known as Crow's Perch in northwest Velen, a new baron moved in with his motley band of men: a Temerian opportunist who negotiated this fortification with the Nilfgaard occupiers. The locals call him the "bloody baron," for the handling of his vassals wasn't the most tender. Now he sits and mopes. Some say with his violent bouts of drunkenness. Yet there may be a softer side to this sot.

The Crones of Crookback Bog

Beware the marshes of Crookback Bog, to the southwest of No Man's Land for the three crones (Whispess, Brewess, and Weavess) are said to lure in childen with the promises of sweet treats. Some hypothesize that these unwanted orphans are devoured, but others seem to venerate these ancient crones, said to be around since the reign of the first human kings. Tributes to the crones (in the form of human ears) are demanded. But these are old washerwomens' tales to frighten wayward children from drowning in the bog. Aren't they?

Johnny the Godling

The witcher Geralt has a very difficult time believing such a little fellow as Johnny exists. No one could live in the stinking mire of Crookback Bog, unless they hope to become drowner food. But Johnny does indeed scurry about the marshes. He is a godling, a rare breed of creature of which little is known, and less is written about.

THE OPPRESSED, AND THE PEASANTRY

Nonhumans

The Aen Seidhe

The Scoia'tael

Dwarfs

Halflings

You may not immediately see many elves (the Aen Seidhe), dwarves, or halflings on your travels through the Northern Realms, since they bear the brunt of oppression by all and sundry, from the lowliest peasant to the pogroms of King Radovid himself. The elves are particularly hated, with racism rife throughout Novigrad and the surrounding territories, and forcing many into shanty towns like Farcorners, to the south of the city. Little wonder that many nonhumans join the ranks of the Scoia'tael—outlaws that camp in the countryside to wait and ambush, existing as bandits. Only the halflings seem to have escaped the most vicious of persecutions. But for how long?

Humans

Nordlings

Humans

Soldiers

Priestesses of Freya

The general peasant population of the Continent and Skellige have as wide a range of outlooks on life and work as there are ghosts on Fyke Isle. The Nordlings of Novigrad and Velen live in fear of Nilfgaardian invasion.v Those existing in No Man's Land having paid a particularly terrible price during this time of war. Many enlist as soldiers. Others farm what is left of their lands. On the islands of Skellige, you'll find priestesses still worshipping the old goddess Freya.

Crach an Craite

The sagas will sing of Crach an Craite's strength, courage, wisdom and generosity, but not omit the dogged determination he had for pursuing his foes. He is the mightiest of the Skellige Jarls, the Tirth ys Muire (or Wild Boar of the Sea) who devastated coastal villages during the raids of his youth. Long a friend of Geralt and Ciri's mother Pavetta, Crach is now at the apex of a new struggle for power among his people. He is proud that his two children are both favored claimants to the throne of Skellige, left vacant after the recent death of Good King Bran.

Ermion

An old acquaintance of Geralt's, Ermion is the leader of the Druid's Circle in Skellige, and advisor to Crach an Craite on matters concerning magic. He is the closest to a diplomat these islanders have. He is content to use reasoning as well as an uppercut or the swing of an axe. Naturally thoughtful to the point of being obstinate, one must learn patience before Ermion chooses to part any wisdom with you.

Cerys an Craite

Her friends call her Sparrowhawk, she earned the nickname for her swift and fierce nature. Inheriting all of her father's resolve and courage, as well as his stubbornness, she is dauntlessly optimistic about her chances to rule Skellige, despite the many challenges she faces—not least the claim of her older brother. She seeks to prove a great deed that would earn her the widespread honor and respect those of Kaer Trolde already give her.

Hjalmar an Craite

The eldest (by a few minutes) of Crach's twin children, the formidable Hjalmar exhibits many of his father's posture and character, and many saw him match (and perhaps overtake) Crach's fame as he began his own path of violence and bravado. His tendency to be reckless isn't seen as a shortfall, but rather stirs the hearts of the loot-craving youth from Trottheim to Svorlag. This has made him the obvious choice as the next King of Skellige. After one final saga, the defeat of the ice giant of Undvik.

Jarl "Madman" Lugos Drummond

Though his silhouette doesn't cut the most imposing of shapes, there are not many islanders that would stand nose to nose with the Jarl of Clan Drummond. Ruling southern Ard Skellig with an almost unhinged fury, he is quick to shouting, faster with a blade, and would overthrow the ruling an Craite clan in a bloody coup if he wasn't bound by the laws of Skellige.

Jarl Udalryk an Brokvar

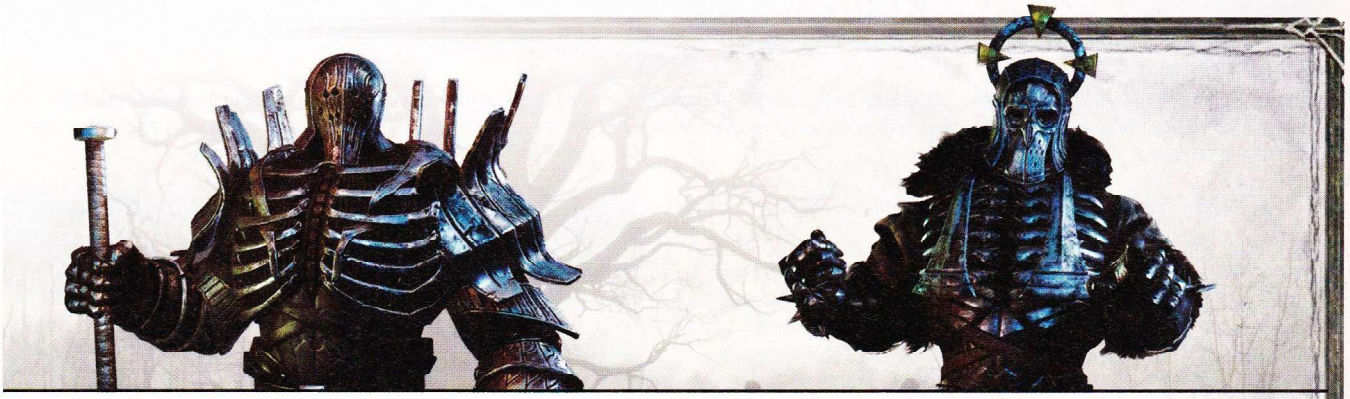
Once a just and fair ruler of the outer isle of Spikeroog, Jarl Udalryk of the Brokvar clan has been recently addled with a strange distemper, causing many of his closer friends to avoid him. Increasingly erratic, rumor has it that Udalryk believes the gods themselves speak to him, demanding sacrifices and revealing prophetic dreams. Most simply see him as madder than Jarl Lugos, which is saying something.

Jarl Holger Blackhand

Jarl of the Dimun clan of Faroe, the thin mountainous outer isle to the southeast, Holger Blackhand may have a face like a slapped arse, a missing eye, and dark discoloring of his hand and forearm (earned by frostbite after his longship ran aground), but his plundering nature is formidable. He sees little difference between razing a village or ship flying a rival clan's flag, or attacking a settlement on the Continent.

Jarl Donar an Hindar

The eldest of the Jarls, Donar an Hindar rules the island that bears his name—Hindarsfjall to the east of Ard Skellig. An advanced age hasn't stopped him from being an active and respected leader. Only the chaotic temprement of Jarl Lugos gets his goat. He shares his home with Freya's Temple, and like the goddess, is considered pious, wise, and just. Unless he was ransacking the temples of the Continent in his youth, of course.

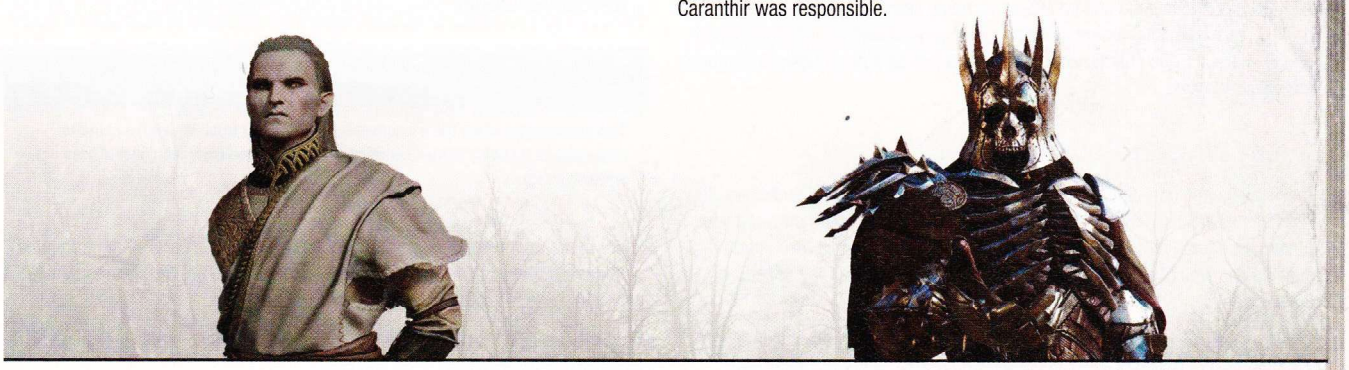


Imlerith

The Wild Hunt are despoilers, burning red riders, and a portent of the White Frost. Their master tactician is Imlerith, a frequent guest in Geralt's nightmares, and one who had been chasing Ciri relentlessly. He is a powerful and brutal warrior, fighting in countless wars for the Aen Elle, in other worlds. Now he seeks to spill blood here, as he prizes physical confrontation above all else, taking advantage of the Crones' sabbath to wallow in pleasures of the flesh.

Caranthir

A senior adviser to Eredin, and an important asset as he understands nature and the essence of other-worldly passages; a series of portals that can bring a man (or in this case a ghostly unit of warriors) between worlds. He is responsible for the navigation of the Wild Hunt's Riders. He captains the demonic longship said to arrive at the Final Age. A vessel crafted from the claws of the dead. If you see a portal open, and armored foes with skeletal helms stride out, Caranthir was responsible.



Ge'els

Enjoying the trust and respect of the Aen Elle world, Ge'els holds a high-ranking position after Eredin took power from the previous ruler, Auberon Muircetach. Ge'els is the master of the political theater, a conjurer of illusions, and a seminal orator and rhetorician of the highest ability. He acts as the viceroy while the Wild Hunt travels the worlds, and is rarely seen.

Eredin Bréacc Glas

The king of the Wild Hunt, the lord of nightmares, and the force behind the mask of fright, only vague information about Eredin has coalesced into a terrifying knowledge. Eredin's cavalry (the Dearg Ruadhri) are an elite brigade from the world of the Alder Folk. Traveling via secret paths through the cold emptiness between worlds, he razes villages and summons the White Frost, capturing victims to take back as slaves. His current quarry is a power he wishes to harness, that of the Elder Blooded one called Cirilla.

How To Use This Guide

OVERVIEW

Welcome to the Official Guide to *The Witcher 3: Wild Hunt*! As you can tell, no stone has been left unturned (or griffin un-bludgeoned) in our attempts to provide a thorough and informative strategy guide. However, in order for you to receive the most enjoyment from this tome, it is wise to read up on the different chapters, and how they relate to each other.

TRAINING—WALKING THE WITCHER'S PATH

This chapter showcases the basic and advanced movement, combat, interactions, and other relevant activities that you undertake throughout your adventure. There's advice on difficulty settings, the in-game heads-up display, movement, Witcher Senses, mapping and the environment, interactions (including looting and repairing items), conversations, items of all kinds (from weapons to potions, oils, bombs, mutagens and decoctions), shops and merchants, the general economy of the Northern Realms, alchemy and crafting, meditation and preparation; and a lengthy section on basic combat and using Signs. Finally, the training has a primer for the card game Gwent.

CHARACTER ABILITIES

The second part of training focuses on developing your character, including the different facets of experiencing and gaining levels, and the huge benefits you can obtain from abilities (and branches of abilities) and mutagens. There's information on combat abilities to enhance your bloodletting, Sign abilities to back up your two swords and crossbow, alchemy abilities to help keep you strong in even the most arduous of fights, and general abilities influencing your overall character. The chapter concludes with a few sample archetypes to model your adventures on.

QUEST WALKTHROUGH

This is a gigantic part of the guide, and provides information and tactics on all 268 quests available. These quests are further subdivided based on when you can access them (the Critical Path) or the location they begin in (Secondary Quests). The type of quests are listed with the same icons as they appear in your Quest Menu.

You receive knowledge of any related quests (quests that start or finish during the quest you're reading), locations (areas you will be exploring, along with a named reference to the Atlas, so you can check any pertinent maps, if applicable), characters (the entities you encounter), enemies (the foes you're likely to fight, which you can cross-reference with the Bestiary if you need help battling them), and Recommended Items (whether money, Axii skills, or other items are needed before starting the quest).

WARNING! SPOILER ALERT!

Are you sensitive about spoilers? Then be sure to check the top-right of each quest title, as the "Spoiler Level" is shown here; that way you can gauge how much of the plot is revealed, and avoid accordingly!

OBJECTIVES:

- Also present is this objective box, listing the tasks you need to accomplish, before the text beneath explains how this is accomplished.

NOTES: IMPORTANT POINTS TO REMEMBER

This box appears when there's something important to remember, such as references to actions or other quests you must have knowledge of. These are informational boxes.

TIPS: SPECIFIC AND HELPFUL ADVICE

This box appears when there's something specifically helpful that needs to be called out, so you can take advantage of a situation as early and cunningly as possible. These are helpful boxes.

CAUTIONS: WARNINGS OF DANGER

This box appears when there's something particularly troubling you're about to encounter, or a choice to make with rammifications you can't take back. These are warning boxes.

Every minor and major choice you make (which can affect everything from how a character treats you, to the fate of a major character) are also listed in these chapters. For information on them, check page 56.

As these quests aren't in alphabetical order, you may find it initially difficult to locate the quest you want. If so, you can:

Check the Table of Contents page at the front of this book.

Check the following table, which lists every quest in alphabetical order.

LEGEND
MAIN QUEST
SECONDARY QUEST
TREASURE HUNT
CONTRACT
HEROES' PURSUITS (FISTFIGHTS, HORSE RACES)
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(* ASTERISK means the quest name doesn't appear in the Quest Menu)

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CRITICAL PATH

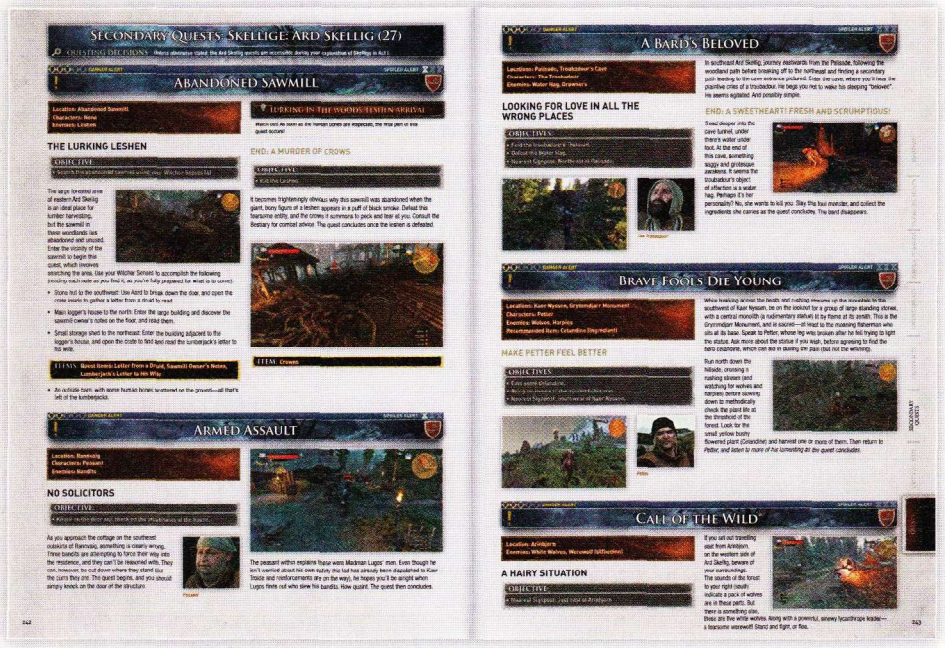
This part of the walkthrough gathers all of the Main Quests in chronological order. These are divided into the Prologue and three Acts. They chart the critical path of Geralt and his adventures against the Wild Hunt.

- In addition, Secondary Quests that influence the later decisions you make in a major way, orare only accessible during a Main Quest, are listed in this chapter.

SECONDARY QUESTS

This part of the Walkthrough gathers all of the Secondary Quests of every different type. All are optional. Expect the following Secondary Quests, in this order:

- Secondary Quests: Ranging from small to immense, any time you see an exclamation point icon ("!") on your map, it is likely to start a quest. Simply check the quest name with the one in your Quest menu, and follow the advice. The quests are listed by territory, so you can easily cross-reference them in this guide's Atlas.
- Contracts: Also known as monster hunts, these are high-level quests involving the tracking and slaughter of one or more named beasts; always high-level versions of a specific (and usually large) enemy. Advice on finding and killing them is detailed, but a cross-reference to the Bestiary is also advised.
- Fistfights, and Horse Races: Gain notoriety by pummeling rivals for quick cash across the countryside; we tell you where. Also gallop to victory in a variety of locations, winning equipment for your horse named Roach (equipment to make him faster, and carry more of your stored items, for example).



- Treasure Hunts: Though the Atlas shows every chest of note, there are a few specific hunts to check out here, as well as the scavenger hunt, which takes you on a freeform quest to uncover the very best witcher gear.
- Endings: A complete list of every ending, and how previous choices you made effected the endings you receive, are shown here. As you'd imagine, there are spoilers aplenty!

ATLAS—THE WORLD OF THE WITCHER

This sizable part of the guide reveals every hidden area, merchant, signpost, and building of note across the Northern Realms, and is designed so that you can see what you're about to encounter before you visit a new area. A full legend and introduction reveals more. Then expect maps for the following territories:

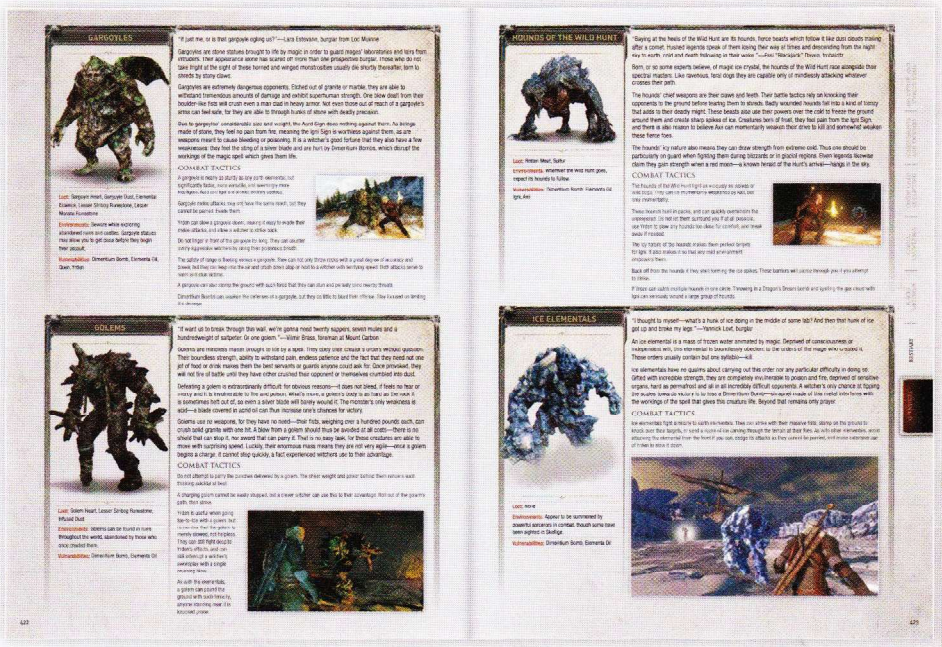
White Orchard
Vizima Royal Castle
Velen—No Man's Land
Novigrad
The Skellige Isles
Other Worlds
Kaer Morhen

Cross-reference the interior maps of this chapter to the walkthrough quest you are on, if you wish to gain further knowledge of an important area.

Otherwise, this chapter is mainly useful for gaining knowledge of where everything (including hidden treasure chests and valuable loot) is.

APPENDICES AND COMPENDIUMS

The back end of the book contains a wealth of helpful information, designed so that everything you require in a particular subject is showcased in one location. Here's what to look for:



- Bestiary: A document showcasing every single foe you'll ever encounter in your adventure, including some you only ever fight once! The order of the bestiary mimics your in-game Bestiary menu, except you have all the information available now, and there is additional combat tactics and enemy vulnerabilities so you know exactly how to plan for every fight.
- Inventory and Unique Items: The entirety of every important item, from swords to ingredients, is listed here along with helpful advice, statistics, locations, and other helpful data. If you find something and don't know what it is or does, look here, or on the free online guide that accompanies this book.
- Places of Power: Strange monoliths dotted around the countryside award you with ability points. They are shown throughout the Atlas. They are also listed here, all in one place, so you know which ones you've visited.
- Carnal Knowledge: Geralt of Rivia likes to put it about a bit, so it's good to know exactly how many times this can happen.
- Gwent Card List: The collectible cards you find throughout your adventure are tracked and listed here. Some are randomly awarded (these are shown too), but every single card is noted here, along with its rarity and other pertinent information.
- Achievements and Trophies: Every single award you're given during the course of your adventure is tallied here, along with any methology needed to complete the achievement or trophy in question.

TRAINING:

SURVIVING AS A WITCHER

Before traveling into the wilds of the Northern Realms, it is wise for you to fully grasp the abilities of Geralt of Rivia and Cirilla. Movement, fighting with the steel and silver swords of the witcher, and mastering the use of Signs is only the beginning. Further your knowledge of alchemy, crafting, witcher abilities, skills, leveling, weapon and armor maintenance, meditation and preparation, the economy of trading, and the variety of interesting (and dangerous) environmental areas from monster nests to points of interest. Don't leave Kaer Morhen without a full understanding of this information.

Surviving as a Witcher

Geralt is a witcher, a professional monster slayer for hire who has collected countless bounties. A mutant feared by the creatures he hunts and the people he protects, Geralt would not have earned his reputation if he were unskilled. In a world plagued by monsters, and men who would be monsters, witchers are known for not just their martial prowess and their mutant nature, but also their almost encyclopedic knowledge of their prey, and the amount of preparation they are willing to undergo before battle.

Playing as Geralt means playing a smart, deliberate hunter. One who is willing to use the tools at his disposal, willing to take the time necessary to ensure that every encounter is weighted as much in his favor as possible, while also being more than capable of responding to the unexpected. It's more than just being a fearsome combatant, however. Witchers use words almost as much as they use blades to get things they want, whether it's information about a contract, the right price for services rendered, or convincing others to allow them in places to which they might otherwise be refused access. This section of the *Witcher 3: Wild Hunt* guide will help train you in the basics and the more advanced techniques at your disposal.

DIFFICULTY SETTINGS

When you start *Witcher 3: Wild Hunt*, you have a choice between four difficulty settings.

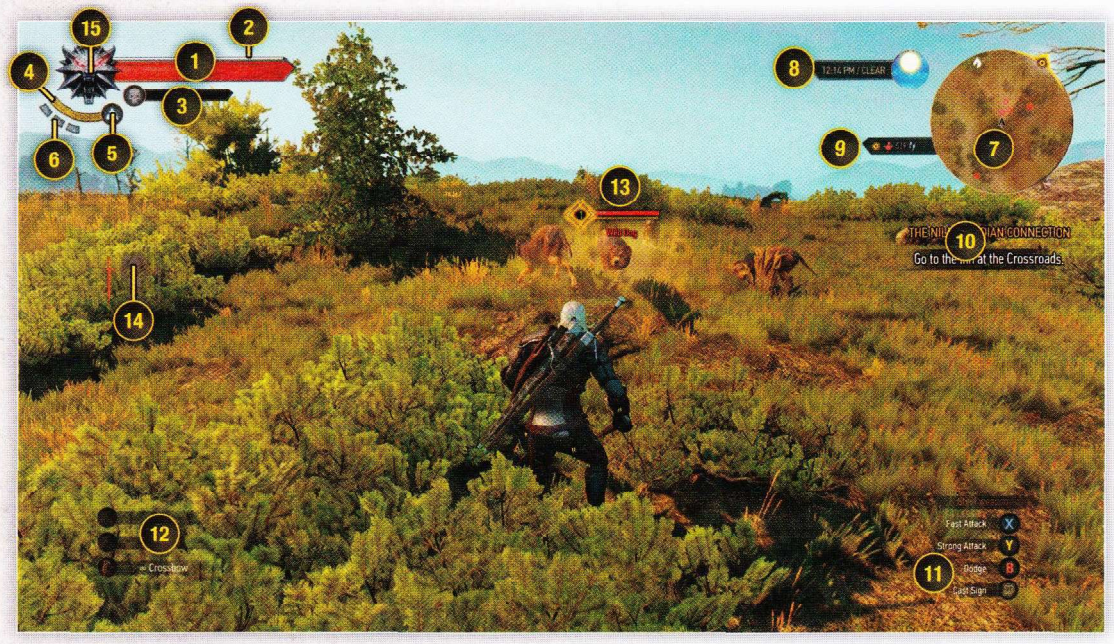
Just the Story! (Easy): Enemies have less resistance to damage, and do not cause as much damage as they do on the Story and Sword! setting. This option is perfect for players who want to experience the narrative and do not wish to worry as much about challenging combat.

Story and Sword! (Normal): The setting the game offers by default. Geralt is less resilient than he is on Just the Story!, making combat a more demanding experience. This difficulty is recommended to series veterans, or players who feel confident in their abilities.

Blood and Broken Bones! (Hard): For those seeking a serious challenge. This setting removes health regeneration through meditation, and couples this with a serious increase in enemy lethality and resilience. Players who want a challenge up front, or those who have already played through the game at least once will find this to be a big, but logical step up from Story and Sword.

Death March! (Dark): For the masochistic witcher who enjoys the taste of his own blood as much as he does the blood of his enemies. Expect no mercy, save that you grant yourself by preparing extensively for every major battle you will face, and even then it may not be enough. You'll often be staring at a screen that reminds you of what you already know: You Died.

IN GAME HUD



The HUD imparts critical information, particularly during combat, that will help keep you alive if you pay attention. There are many elements that appear during special occasions, such as Boss Health meters, but the following items are both the most consistently displayed pieces of information, and also rank among the most important.

1. **Vitality:** This measure of Geralt's health is possibly the single most important HUD element, other than the enemy's health bar. If it empties, Geralt is a dead man.
2. **Experience Bar:** As you kill monsters or men within a certain number of levels of Geralt's current level, or complete quests, you gain experience indicated by this white meter. If the meter has been filled, it resets and you gain a level. A small indicator appears next to the bar to show that you have an ability point that you can assign to your character trees.
3. **Toxicity:** Consuming potions before or during combat raises your Toxicity Bar level. Initially, this can be fairly harmless, even beneficial if the proper abilities are developed. However, at excessively high levels of toxicity, you can start to suffer Vitality loss.
4. **Stamina:** The Stamina Bar regulates your ability to sprint, and use Signs in combat. Usually a single Sign consumes the entirety of the Stamina Bar. This regenerates over time, and can be boosted by potions, armor attributes, or character abilities.
5. **Chosen Sign:** Next to the Stamina Bar is a symbol that shows which Sign you have selected in your Quick Access menu. Make sure you have the right Sign chosen for your situation!
6. **Adrenaline:** Adrenaline builds during combat, indicated by the gray marks turning red. Having Adrenaline can lead to very beneficial effects during combat, which we discuss in greater detail later.
7. **Minimap:** An invaluable tool for navigation, this shows you Geralt's current position in relation to his surroundings. Hostile contacts are marked by red dots. If these dots are crossed out, it indicates a fallen foe that can be looted. Additionally, Signposts for fast travel, cave entrances, stairwells, herbs for alchemy, navigation paths leading to waypoints, and search zones indicated by Quests are all identified on this map.
8. **Current Time:** Displays the time of day, where the sun or moon are in relation to that time, and even the current weather conditions. You may be asked to go to a location at a certain time of day, which requires you to meditate to pass the time. Many merchants are not available at all hours, so if you need the services of a blacksmith or ingredients merchant, come back when they're actually open for business.

9. **Distance to Objective:** Shows how far Geralt is from a waypoint, while indicating if the objective is above or below, relative to his position.
10. **Current Quest and Objectives:** Reveals the name of the currently tracked quest, and a corresponding list of objectives.
11. **Controls:** Based on Geralt's current state, whether on foot, horseback, or in combat, a series of control prompts appears in this corner of the screen. If in combat, this display also shows you which sword is currently unsheathed. There may be situations where you're forced to fight humans and monsters simultaneously, and this helps you keep track of what you're using mid-fight.
12. **Quick Access Items:** Geralt can have one quickly accessed weapon or tool, such as the crossbow, and two consumables, set up from the Quick Access menu and your Inventory screen.
13. **Enemy Vitality Bar:** Enemies that have engaged in combat with Geralt have their current Vitality and Stamina displayed over their head, as well as their current level. If it's an enemy vulnerable to Silver Swords, their Vitality is displayed in silver; otherwise, it is red.
    Important to note is the color of the enemy's level. If it's red, or displayed as a skull, you're in for a very tough fight. White levels indicate a near-inconsequential threat, while Green is an enemy closer to your level.
14. **Item Condition:** As Geralt uses his weapons or sustains damage in combat, his equipment sustains damage. Should they become dangerously low on durability, an indicator appears on your HUD. Don't let your gear fall into disrepair!
15. **Wolf Medallion:** This medallion indicates when Geralt is in danger, or is near a powerful source of magic. If you're playing with a force-feedback enabled controller, the controller will also shake!

CONTROLS

Geralt's search for Ciri and the Wild Hunt takes him across plains, and through forests, caves, castles, and mountains. He travels by foot, horseback, and even by boat. He also needs to fight, monsters, men, and men who would be monsters if the choice was theirs. Learn how to control Geralt to the fullest, so you're not fumbling with the controls when a pack of drowners swarms you.

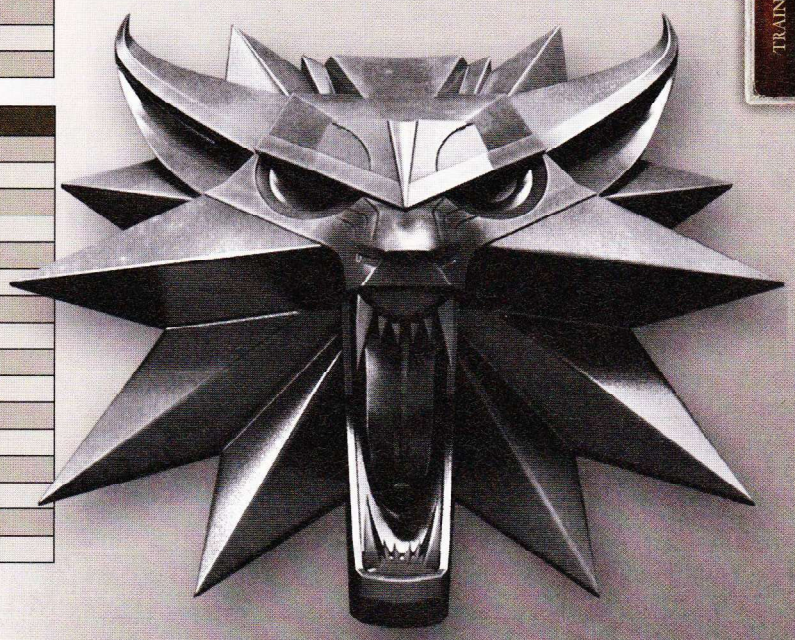
PC CONTROLS

Exploration and Combat	Controls
Movement	W, A, S, D
Call Horse	X
Look Around	Mouse
Lock-On Target/Change Objective	Z
Draw/Sheath Steel Sword	1
Draw/Sheath Silver Sword	2
Consumable 1	R
Consumable 2	F
Quick Access Menu	Tab
Use Quick Access Item	Middle Mouse Button
Use Witcher Senses	Hold Right Mouse Button
Block/Counter (Combat Only)	Hold Right Mouse Button to Block, tap RMB just before an enemy attack hits to Counter
Cast Sign	Q
Pause Menu	Escape
Game Menu	Backspace
Fast Attack	Left Mouse Button
Strong Attack	Left Mouse Button+Left Shift
Interact	E
Sprinting	Hold Left Shift
Jump/Climb Obstacles/Roll (Combat Only)	Space Bar
Dodge	Double tap of W, A, S or D or Left Alt + (optional) W,S,A,D
Roll	Space+(optional) W,S,A,D
Quick Save	F5 (While out of combat)

Horse Riding	Controls
Movement	W, A, S, D
Look Around	Mouse
Lock-On Target/Change Objective	Z
Draw/Sheath Steel Sword	1
Draw/Sheath Silver Sword	2
Consumable 1	R
Consumable 2	F
Quick Access Menu	Tab
Use Quick Access Item	Middle Mouse Button
Use Witcher Senses (Cannot use while Galloping)	Hold Right Mouse Button
Cast Axii Sign	Q
Attack/Draw Sword	Left Mouse Button
Canter	Left Shift (Hold)
Gallop	Left Shift (Tap Once, Then Hold
Jump	Space Bar
Mount/Dismount	E

Swimming and Diving	Controls
Movement	W, A, S, D
Look Around	Mouse
Lock-On Target/Change Objective	Z
Use Witcher Senses	Hold Right Mouse Button
Use Quick Access Item	Middle Mouse Button
Quick Access Menu	Tab
Consumable 1	R
Consumable 2	F
Dive/Submerge	C
Swim Quickly	Hold Left Shift
Surface/Swim Up	Space Bar

Sailing	Controls
Movement/Steering	W, A, S, D
Look Around	Mouse
Lock-On Target/Change Objective	Z
Accelerate	Left Shift
Stop	X
Disembark	E (Also used to board)
Quick Access Menu	Tab
Use Quick Access Item	Middle Mouse Button
Use Witcher Senses	Hold Right Mouse Button



PS4 CONTROLS

Exploration and Combat	Controls
Movement	Left Analog Stick
Call Horse	L3
Look Around	Right Analog Stick
Lock-On Target/Change Objective	R3
Draw/Sheath Steel Sword	D-Pad Left
Draw/Sheath Silver Sword	D-Pad Right
Consumable 1	D-Pad Up
Consumable 2	D-Pad Down
Quick Access Menu	L1
Use Quick Access Item	R1
Use Witcher Senses	L2
Block/Counter (Combat Only)	Hold L2
Cast Sign	R2
Pause Menu	Options Button
Game Menu	Touchpad
Fast Attack	Square Button
Strong Attack	Triangle Button
Interact	X Button
Sprinting	Hold X Button
Jump/Climb Obstacles	Circle Button
Dodge	Circle Buttton + (optional) Tilt Left Analog Stick (During Combat)
Roll	X Button + (optional) Tilt Left Analog Stick (During Combat)

Sailing	Controls
Movement/Steering	Left Analog Stick
Look Around	Right Analog Stick
Lock-On Target/Change Objective	R3
Accelerate	X Button
Stop	Square Button
Disembark	Circle Button
Quick Access Menu	L1
Use Quick Access Item	R1
Use Witcher Senses	L2

Horse Riding	Controls
Movement	Left Analog Stick
Look Around	Right Analog Stick
Lock-On Target/Change Objective	R3
Draw/Sheath Steel Sword	D-Pad Left
Draw/Sheath Silver Sword	D-Pad Right
Consumable 1	D-Pad Up
Consumable 2	D-Pad Down
Quick Access Menu	L1
Use Quick Access Item	R1
Use Witcher Senses (Cannot use while Galloping)	L2
Cast Axii Sign	R2
Attack/Draw Sword	Square and Triangle Buttons
Canter	X Button (Hold)
Gallop	X Button (Tap Once, Then Hold while moving)
Jump	Circle Button
Mount/Dismount	Circle Button (Hold)

Swimming and Diving	Controls
Movement	Left Analog Stick
Look Around	Right Analog Stick
Lock-On Target/Change Objective	R3
Use Witcher Senses	L2
Use Quick Access Item	R1
Quick Access Menu	L1
Consumable 1	D-Pad Up
Consumable 2	D-Pad Down
Dive/Submerge	Square Button
Swim Quickly/Interaction	X Button (Hold to Swim Quickly)
Surface	Circle Button

XBOX ONE CONTROLS, PC CONTROLS (XBOX ONE OR XBOX 360 CONTROLLER)

Exploration and Combat	Controls
Movement	Left Analog Stick
Call Horse	Click Left Analog Stick
Look Around	Right Analog Stick
Lock-On Target/Change Objective	Click Right Analog Stick
Draw/Sheath Steel Sword	D-Pad Left
Draw/Sheath Silver Sword	D-Pad Right
Consumable 1	D-Pad Up
Consumable 2	D-Pad Down
Quick Access Menu	Left Button
Use Quick Access Item	Right Button
Use Witcher Senses	Hold Left Trigger
Block/Counter (Combat Only)	Left Trigger
Cast Sign	Right Trigger
Pause Menu	Back Button
Game Menu	Start Button
Fast Attack	X Button
Strong Attack	Y Button
Interact	A Button
Sprinting	A Button (Hold To Sprint)
Jump/Climb Obstacles	B Button
Dodge	B Button + (optional) Tilt Left Analog Stick (During Combat)
Roll	A Button + (optional) Tilt Left Analog Stick (During Combat)

Sailing	Controls
Movement/Steering	Left Analog Stick
Look Around	Right Analog Stick
Lock-On Target/Change Objective	Click Right Analog Stick
Accelerate	A Button
Stop	X Button
Disembark	B Button
Quick Access Menu	Left Button
Use Quick Access Item	Right Button
Use Witcher Senses	Left Trigger

Horse Riding	Controls
Movement	Left Analog Stick
Look Around	Right Analog Stick
Lock-On Target/Change Objective	Click Right Analog Stick
Draw/Sheath Steel Sword	D-Pad Left
Draw/Sheath Silver Sword	D-Pad Right
Consumable 1	D-Pad Up
Consumable 2	D-Pad Down
Quick Access Menu	Left Button
Use Quick Access Item	Right Button
Use Witcher Senses (Cannot use while Galloping)	Hold Left Trigger
Cast Axii Sign	Right Trigger
Attack/Draw Sword	X and Y Buttons
Canter	A Button (Hold)
Gallop	A Button (Tap Once, Then Hold while moving)
Jump	B Button
Mount/Dismount	B Button (Hold while standing still or while cantering)

Swimming and Diving	Controls
Movement	Left Analog Stick
Look Around	Right Analog Stick
Lock-On Target/Change Objective	Click Right Analog Stick
Use Witcher Senses	Left Trigger
Use Quick Access Item	Right Button
Quick Access Menu	Left Button
Consumable 1	D-Pad Up
Consumable 2	D-Pad Down
Dive/Submerge	X Button
Swim Quickly	A Button
Interaction	A Button (Hold To Swim Quickly)
Surface	B Button

MOVEMENT

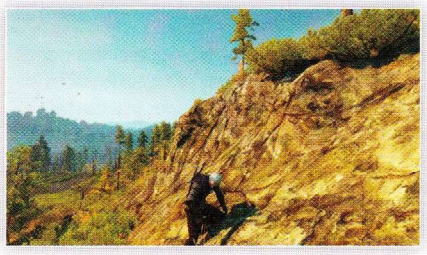
ON FOOT

Geralt can walk, run, or sprint through the world (the latter of these costs Stamina). You can combine different speeds of movement with your ability to jump to climb ledges or vault over large gaps.

Geralt can scale uneven terrain, but if a mountain or hillside is too steep, he is unable to maintain his footing and begins sliding. You can control his sliding descents, which does make this a quick way to descend from a location after a long climb. It's also quite dangerous, though, as you may find yourself sliding off a cliff to your doom.

Movement during combat is handled using the same controls, but Geralt himself moves differently. He naturally points himself at the nearest enemy that he's in range of striking, or has been attacked by, in an attempt to prevent back attacks. You can also lock your camera on to enemies, which then focuses Geralt's movements entirely around them. This is especially useful during one-on-one encounters, as all of Geralt's movements, evasions, and attacks will be aimed at that target. In encounters where Geralt faces many foes, it's important to be more flexible about how Geralt moves through the battle.

SLIDING



Geralt starts to slide down a hill if it's too steep to traverse. You can control his slides downhill to a limited degree, speeding him up and slowing down as needed, and you can steer him. If you're willing to risk serious injury or death, this is one of the fastest ways down a mountain, short of taking leaps off of sheer cliffs to certain death.

CLIMBING AND JUMPING

Geralt can jump over small obstacles, clamber over fences and onto crates, climb ladders, or jump up to reach climbable ledges. Combined with Sprinting, you can make some impressive long jumps into otherwise isolated areas. You can also catch ledges as Geralt is falling, so if you're just short of making a jump, you can still grab the far ledge. Hold down the Jump button as you're in mid-air to make Geralt grab ledges he's leaping towards, or press the jump button just as you reach it.

SWIMMING

Geralt is a powerful swimmer, able to 'sprint' using the same controls as you would on land. You can also dive underwater to explore areas and seek treasure, just be aware Geralt can't stay underwater forever. If he runs out of breath, he loses Vitality over time until he either dies or gets air in his lungs. Geralt's ability to fight underwater is limited entirely to his crossbow, so try to avoid underwater combat unless absolutely necessary.

ON HORSEBACK

Geralt's trusty steed, Roach, handles similarly to Geralt himself. Roach is a constant companion and is yours from the start of the game. If you ever get separated from your horse, just whistle for him. If you need to make a quick escape, mount Roach while he or Geralt is moving.

Roach obviously cannot climb up sheer cliffs, but he can make even longer jumps than Geralt if you have enough speed. Roach naturally proceeds at a slow trot, which you can easily navigate through a village without causing a disturbance by running into people. You can also hold down the Sprint button to canter, while a double tap before holding the button down spurs Roach into a full gallop. You can maintain the gallop only for as long as Roach has Stamina.

For all the loyalty, Roach is just a horse, and there are things he simply does not like to deal with. On this list is just about anything that possesses killing intent toward Roach or Geralt. If you're on horseback and enemies draw close, Roach will begin to panic. When the Horse Fear Meter fills up, Roach bucks Geralt off, causing damage and stunning the witcher and leaving him vulnerable to foes. Either ride past the enemy at a gallop, or dismount and fight. You can battle on horseback, but it's a risky proposition when you consider Roach's skittishness.

RIDING THE ROAD (AUTOMATICALLY)

As long as the sprint button (and only the sprint button) is held, then any horse that is being ridden will automatically follow the road. Horse Stamina is not depleted while automatically riding on roads. Manually control your steed to change the horse's heading during turns or if you wish to head off the road. When you're back on the road, simply press the sprint button again to automatically engage your gallop. This ability isn't available during horse races, or when a horse must be ridden quickly during certain quests.

BY BOAT

The islands of Skellige seem like an obvious place for sailing, but even in Velen's No Man's Land there are rivers and lakes that are more easily crossed by boat—places Roach cannot reach. You can use the crossbow if necessary. However, avoiding combat altogether is a better choice if possible. The small sailboats Geralt can commandeer aren't the most durable craft and can be sunk by persistent threats, leaving the witcher stranded in hostile waters.

Boats can sink if they take too much damage, and their health is indicated by an on-screen display that appears when traveling by boat. Enemies will try to attack while you're sailing, and they can rip apart a boat quickly. Running aground rocks or beaches can also damage a boat, so careful navigation is required.

WITCHER SENSES

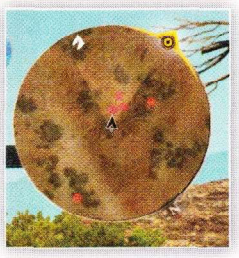
A witcher possesses greater natural senses than any normal human, and Geralt's have been honed over years of monster slaying. Whenever your adventure calls for it (indicated by an objective prompt in your quest, Geralt's self-narration, or a clue from a quest you're following), that may mean there's something of interest that your Witcher Senses can reveal. Usually, Witcher Senses are used to spot possible evidence of a monster's passing during a contracted hunt, but they can be used to find loot and herbs to pick in the field. You cannot use these senses while sprinting or riding at a full gallop. During combat (on foot), you can't use Witcher Senses either, but you can while attacking on horseback; try choosing your next target from any surrounding threats while maneuvering between foes.

When using Witcher Senses, containers, chests, herbs, and any objects with which you can interact are usually highlighted with a yellow glow.

Enemies and quest-critical objects (including monster tracks found on contract hunts) are lit red.

Witcher Senses also display the location of monsters or people you can only hear. If you activate the senses and see a cluster of pulsing white circles in a nearby forest, you may have stumbled upon a group of enemies.

ENVIRONMENT MAPPING AND POINTS OF INTEREST



As you explore the world, locations are revealed and marked on your map. Your mini-map identifies the locations of herbs as you pass them. Enemy positions are also marked (including the positions where they fell to allow for finding and looting the corpses), as well as stairwells and important cave entrances, merchant locations, and quest waypoints.

You also unlock Points of Interest on your map simply by being near them, or by reading Notice Boards. Points of Interest cover a wide variety of locations in the world, including special events, battles, or hidden treasures that can help increase Geralt's strength, line his coffers with money he can use to better equip himself, or contain diagrams and formulae for better armor, weapons, potions, or sword oils. Most Points of Interest appear on the World Map as a large question mark after Geralt overhears interesting information or reads about them on a Notice Board or flyer posted on a wall. It is then up to you whether or not to travel to those locations and discover what's there. It's also possible to stumble upon a Point of Interest with no prior knowledge of its existence.

Exploring Points of Interest can not only fatten Geralt's coin purse and inventory, but he also gains experience once a point is explored and the problem is solved or treasure is looted. It's in the best interest of a player who wants to get the most out of *Witcher 3: Wild Hunt* to take the time to explore the world and visit these Points of Interest. The maps in the Atlas chapter have all Points of Interest marked, starting on page 346.

SIGNPOSTS

Important locations are often marked by signposts, both on your maps and by a physical signpost placed somewhere in that location. These signposts act as a fast travel network that you can use to quickly move from one location to another. This can significantly cut down on travel times, particularly during quests that span across entire regions. However, you can fast-travel to signposts you have already discovered (either by visiting them or by reading a map you've found or bought). This is also available during sailing; instead of braving an ocean, open your world map and pick an already-known harbor location as your destination.

NOTICE BOARDS

Many towns have a Notice Board (the city of Novigrad contains more than one) where citizens post news. Informative and sometimes funny things can be found on these, revealing Points of Interest on your World Map. Occasionally, side quests even start from a note left on the board. Witcher Contracts can also be found on Notice Boards, sending Geralt after a dangerous mark at the request of a village or local lord.

BANDIT CAMPS

As the war between Redania and Nilfgaard drives on, deserters or common thugs have seen an increase in numbers, forming roaming gangs that attack passersby on the roads between villages. Some of these gangs are organized enough to have set up camps to rest, recuperate, and divide the loot of the day. Entering these camps unprepared can be a fatal mistake, even for a witcher, as they must face off with large numbers of bandits who wish to keep their camp a secret for as long as possible. However, the spoils that can be gained from killing all the bandits and looting the camp are potentially quite lucrative.

GUARDED TREASURE

Sometimes shipments of goods or treasures are lost between villages for any number of reasons. Bandits or monsters have become distressingly common causes for this. Geralt may hear about this loot as he passes through town, and may even feel inclined to investigate this personally. The bandits or monsters can be found surrounding the item of interest, and it stands to reason that they must be forcibly removed before he can claim the goods for himself.

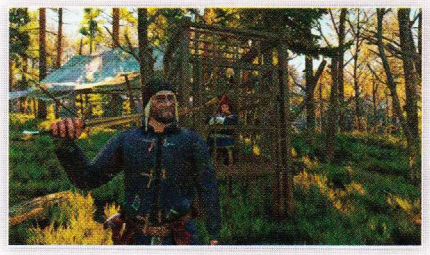
HIDDEN TREASURE HUNTS

Geralt also comes across information about treasures hidden in various parts of the wilderness, left forgotten to the world. In these instances, it's simply a matter of finding the treasure and claiming it for yourself to resolve these Points of Interest. There are 30 of these secret Hidden Treasure Quests, and all are revealed in the Treasure Hunt section of this guide.

SMUGGLER'S CACHE

Similar to hidden treasure, smuggler's caches are locations where smugglers hid a variety of goods with the intent that only they would ever find them. The caches themselves tend to be well camouflaged to the unpracticed eye. A cache may be found hidden under bridges, or it could be a series of treasure chests dangling from barrels floating in water.

PERSON IN DISTRESS



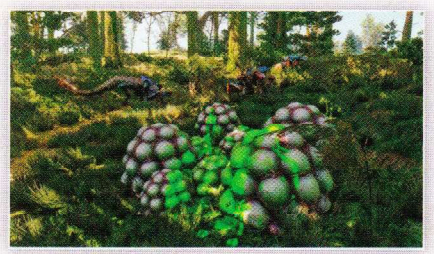
In some bandit camps, Geralt may encounter a prisoner locked in a holding cage. Freeing these people may result in rewards. In some cases, the prisoners are actually merchants or blacksmiths, who then return to their hometowns and offer Geralt their services as thanks for the rescue.

MONSTER NESTS

Nekkers, ghouls and alghouls, rotfiends, drowners, harpies, and endrega are some of the most common threats that plague the land, and they tend to be the most aggressive at colonizing new regions to build nests. While every nest encountered may not be part of a contract, it benefits a witcher to destroy nests as he encounters them to make a region safer. As one might expect, monsters guard their nests ferociously, but once the defenders are slain, Geralt can destroy the nest using one of the many bombs he can craft. Destroying nests provides experience and monster materials used for crafting and alchemy.

Ghoul Nest

Harpy Nest



Endrega Nest

Nekker Nest

ABANDONED SETTLEMENT

Shrines left abandoned after monsters took interest, logging mills overrun by bandits, villages plundered by soldiers— all of these are examples of settlements or landmarks that have been left to rot in the hands of those who took it from the innocent. If Geralt can clear these locations of any danger, the people will return, rewarding the witcher for his efforts. Reclaiming abandoned settlements can open up new merchants, blacksmiths, or armorers to purchase goods and services from. Additionally, each reclaimed settlement awards an experience point bonus.

SPOILS OF WAR

Battles between Redanian and Nilfgaardian units have left fields littered with corpses. Squabbles in Skellige have led to the spilling of blood. Ships have been sunk at sea and in rivers. Geralt may be able to find valuable supplies left behind by the victors and the defeated.

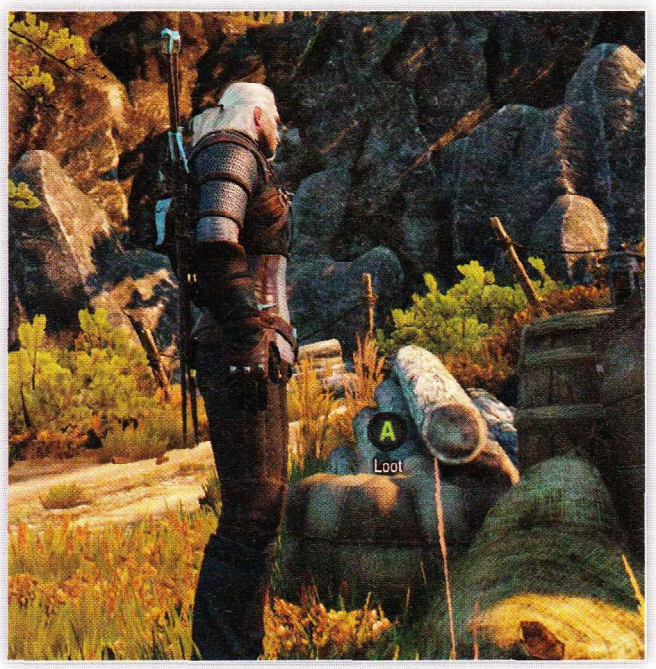
PLACES OF POWER

Arguably the most important Points of Interest are the Places of Power. Finding one allows Geralt to draw the energies from these stone monuments, providing a temporary magical enchantment to one of his magical Signs. They also award Geralt an Ability Point which can then be used to buy upgrades from his Character Ability trees.

INTERACTIONS

Geralt can interact with the world without putting fists to faces or swords to skulls. He must find the supplies he needs in the environment that surrounds him, pick up on clues or notes, or speak with individuals who know what he needs to know.

LOOTING AND THEFT



After combat, or while exploring a locale, Geralt can sift through containers, crates, leather bags, treasure chests, dead bodies, and just about anything that could possibly contain something of use. Plants of many varieties can be picked for use in potions and mutagen decoctions. Defeated enemies can be looted, or will leave behind bags that can be looted.

Be careful about where you are when you're 'procuring' supplies. Breaking into someone's home to 'borrow' expensive plates and cutlery to fence to a merchant will be seen as theft by witnesses, and whatever counts as law enforcement in the area may be inclined to respond with violence, even if it means standing up to a witcher.

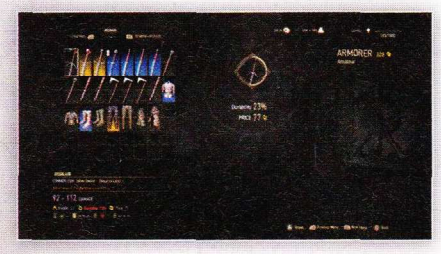
How Equipment Loot Works

Outside of very specific items, loot from all sources (bags, chests, drawers, etc.) is generated at random. However, you will generally not find a relic silver sword in a farmer's bucket.

All possible lootable objects have a hidden value, and if the loot container is of high value, the better the chances are that you will receive powerful items and high-quality crafting and alchemy materials. We have tried to map as many of the highest quality loot containers starting on page 347.

The other factor affecting loot is Geralt's level. If Geralt finds a weapon or piece of armor in a chest, *Witcher 3: Wild Hunt* will make the item be set at or around his level, sometimes lower, sometimes higher. The only exceptions to this are pieces of loot that have a fixed level regardless of Geralt's. The level a piece of armor or a weapon can be equipped at greatly influences its stats, so always be on the look out for stronger pieces of equipment as you travel through the world!

REPAIRING ITEMS

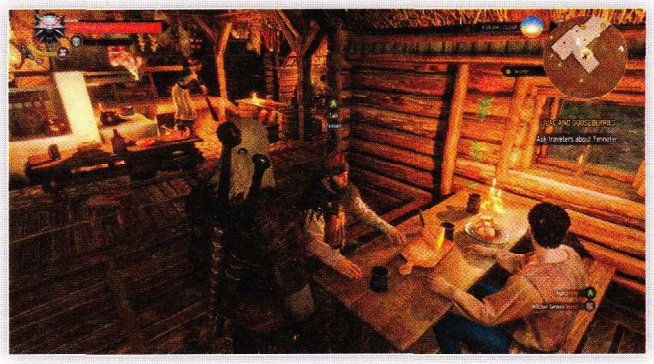


Swords dull, armor bends and breaks. As each item wears down, it loses value and becomes less effective. Hiring a properly skilled smith to repair the item can fully restore it's durability. Some smiths also have crafting tables and grindstones that can provide a time-limited bonus to armor and damage when used. Additionally, armor and weapon repair kits can be purchase or crafted to help maintain gear in the field.

KEEP REPAIR KITS HANDY

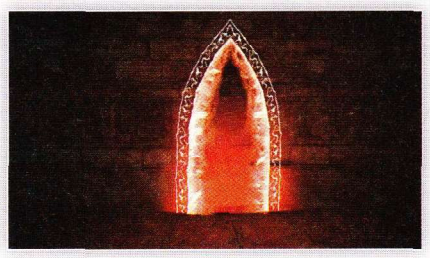
Avoid having to go back to an armorer or blacksmith to repair your weapons and armor by keeping a supply of repair kits available. We recommend favoring a larger number of weapon repair kits. Ideally, you shouldn't allow anything to hit your armor, while your sword should be making lots of contact with the enemy.

BEGINNING CONVERSATIONS



You can walk up to any individual who isn't already spoiling for a fight and try to speak with them. If they have more to say, or if it's someone with whom Geralt needs to discuss important business, you enter a full conversation, complete with various choices in dialog that influence the direction of the dialogue.

PORTALS

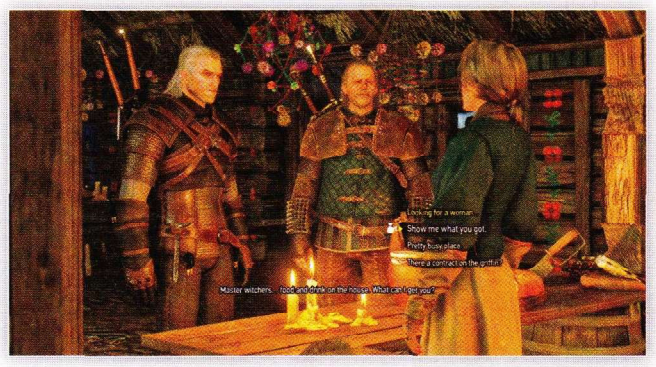


Portals (usually) require some kind of power source to be turned on before they can be used. Mainly utilized during quests, or by sorceresses as a means of rapid travel, expect to walk through these rips in time and space, then emerge in a different location—and sometimes even a different world! All important portals are noted throughout the Quests section of this guide.

DIALOGUES

Oftentimes Geralt must use words, and the occasional Axii Sign, to coerce people to provide the information or items he needs.

When opening dialogue with someone who has more to say to the witcher, beyond a noncommittal insult of his mutation, you are presented with dialog choices. Read your options carefully to determine the tone of the response you're about to choose before committing to it. Depending on what you say, you can either start a fight or maintain a peaceful conversation. If you're speaking with a merchant, you're given choices based on what services they provide.



Any time a conversation contains critical information that can move the plot forward, those choices are highlighted in yellow. Lastly, choices that end a conversation are marked with a special icon that clearly denotes this. Be careful about choosing these as they can potentially lock you out of certain Secondary Quests, or cause you to miss extra information.

Occasionally, Geralt can choose to use Axii to muddle the mind of the individual to whom he's speaking. This can prevent fights from starting or allow you to convince someone to do something they otherwise would refuse to do. This ability does require you to spend points in Delusion on the Signs Character Ability tree in order to 'convince' people who possess resistance to suggestion.

A WITCHER WORKS FOR MONEY

Witcher Contracts found on Notice Boards often start by speaking with the issuer of the request. Sometimes they offer a reward that Geralt does not feel the need to debate. Other times, you are given the opportunity to squeeze more out of the deal. This takes a bit of finesse. Some people react poorly to demands for more money, others will accept Geralt's services at a much higher price. Everyone has their limits; it's just a matter of careful prodding and poking to find out what those limits are.

When negotiating, a meter displays how annoyed the person paying for the witcher is by the requests. Be careful not to annoy them too much or it could cost you more money than it's worth to press the issue.

ITEMS AND INVENTORY

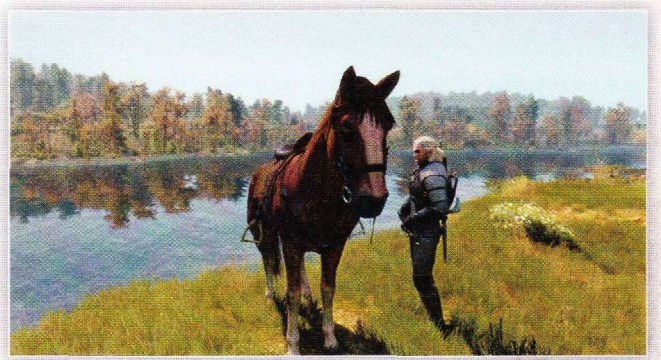
A witcher doesn't succeed simply by being a great fighter. It requires preparation and using everything in their inventory to craft an arsenal that ensures victory. Outside of the armor he wears and the swords he wields, Geralt's inventory can be filled with items of various kinds, used for different circumstances before, during, and after combat. You can find items in the world, receive them as quest rewards, or buy them from merchants. Neglecting items makes the witcher's life very hard (for the rest of its assuredly short duration).

Managing your inventory is important. You can't take absolutely everything you find with you everywhere you go. If you try, Geralt becomes overburdened, is unable to move beyond a slow walk while on foot, and his ability to fight is severely diminished. However, you do need to seek out a good supply of materials to keep your potion, oil, and bomb supplies well stocked.

Geralt can carry 60 units of weight on his person at any time, and more on his faithful steed, Roach, if you purchase Saddle Bags from a merchant, or win them in a horse race (increasing the maximum to 160 units). Avoid problems by remembering to sell or disassemble any useless weapons and armor you loot from opponents, as these tend to weigh the most. Try not to carry items specified as 'junk' if they have a weight value, unless they sell for a decent price, or you know they can be broken down into useful crafting components. The golden rule here is to take only what you need or can use in some way. If you try to collect every single item you find, you won't finish this adventure in a reasonable amount of time.

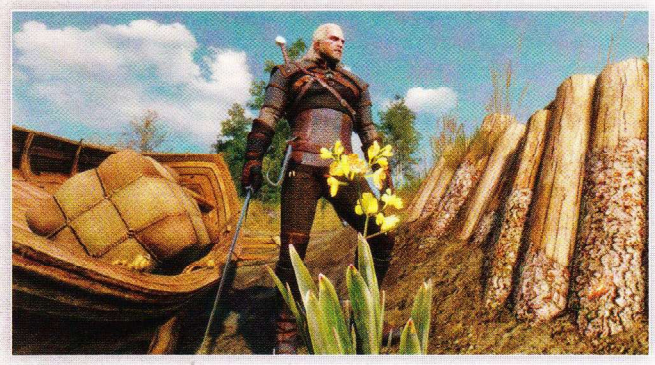
ROACH, FAITHFUL STEED

Geralt's loyal, if somewhat finicky, mount can be given items that improve his usefulness to the witcher. Trophies from successful hunts can be mounted on a hook hanging from the side of the horse to provide special bonuses. Saddles can be won from races, purchased from merchants in the world, or found as loot. You can also earn Saddle Bags, allowing Roach to take some of the burden off Geralt's back. You can even find Horse Blinders that help Roach remain more calm when enemies are afoot. For a full list of these items, see page 484.



POTIONS

Highly toxic to most normal humans, potions brewed by witchers provide a variety of effects that can improve combat. However, even a witcher is not immune to the dangerous nature of these brews. If Geralt's Toxicity meter reaches critical levels, he begins losing Vitality. All potion effects last for only a short while, though the efficacy and duration of potions can be enhanced by investing in the right Character Abilities.



To brew potions, Geralt needs to know the formulae and have the materials they require. Most alchemy requires plants that can be found and harvested in the field. Other alchemic compounds, such as special powders, monster body parts, and minerals can be found as loot in chests and bags strewn about the world, or on the corpses of your foes. You may also purchase some of the more rare ingredients from herbalists and alchemists found in or around towns.

Once you've brewed a potion, it remains in your inventory, even when it has been used up. Most potions can be upgraded over the course of the adventure, starting with the basic level formulae, Enhanced level, and finally reaching Superior quality.

You'll either find or purchase formulae for higher-powered versions of potions. These advanced formulae require already crafting the previous-level version of that potion, and new sets of ingredients. Upgrading your potions leaves you with the higher level product.

Always try to have potions readied that fit your current circumstances; once a fight begins, you can't tell your enemies to wait a few minutes while you sit down to play with herbs. Potions can be used before and during combat from the Inventory screen. You can also set them to be one of your two Quick Access potions, allowing you to use them in battle. Each potion has a limited number of doses, but can be replenished if you enter Meditation and have enough hard alcohol to use for the replenishment. Geralt automatically does this if he has the necessary supplies, making it important to loot as many spirits as you can while out in the field.

USEFUL EARLY-ADVENTURE POTIONS

Although you start the game with little in the way of resources, you quickly expand your knowledge of potion formulae with exploration. Then you must ask yourself which potions you should focus on creating.

Swallow: Vitality naturally regenerates very slowly. Swallow grants high and constant Vitality regeneration. If Player gets hit effects of basic and enhanced Swallow are suspended for 2 seconds. Superior Swallow do not have this penalty and its effect is never suspended.

White Raffard's Decoction: This series of potions immediately restores a portion of your Vitality on use. Try to craft and maintain one of the three levels of this potion to keep a good stash of emergency healing on hand.

Cat: Witcher eyes see better in the dark naturally compared to the average human, but even they need a boost. The Cat Potion allows a witcher to see farther and more clearly in dark spaces. At Superior quality, it even delivers immunity to hypnosis and puts a red glow on enemies to make them easier to see ahead of time.

Golden Oriole: A witcher's body naturally resists disease and poison, which makes the poisons that can hurt or kill a Witcher deadly to humans. Golden Oriole grants witchers temporary immunity to poisons while neutralizing all poisons currently in the bloodstream.

Thunderbolt: Most combat a witcher faces ends by a witcher's sword. Thunderbolt enhances Attack Power, and the effect only increases with each jump in potion quality. A good general use potion against any threat you can face.

All potions and their effects, as well as the formulae for each of these potions, can be found on page 487.

OILS

To increase the effectiveness of blades, a witcher can coat them with special oils he creates. These are tailored to damage specific types of foes. Oils that assist against humans should be applied to steel swords, while any monster-specific oils are applied to your silver swords. There are as many oils as there are families of monsters, and so it falls to a witcher to be prepared for these eventualities.

Crafting oils and applying them to weapons can be done only outside of combat; once you're in battle, it's too late to oil up your blades.

Similar to potions, once an oil is crafted, it remains in your inventory. You can find formulae for improved versions of oils, requiring the previous level of the oil and new ingredients. This again follows the standard, enhanced, and superior quality scheme used by potions.

Oils do not last indefinitely. Each successful strike on an enemy rubs some of the oil off the blade until eventually there is none left and the effect is no longer applied to the foe. You can reapply the oil by going into your inventory once again, as long as you have not discarded it.

OILS FOR COMMON OR SERIOUS THREATS

With so many monsters plaguing the land, witchers must be prepared with a wide variety of oils to counter their threat with expediency.

Hanged Man's Venom: Sadly, humans are as common a threat to a witcher as any monster with war raging across the land. It never hurts to have this oil ready at all times to quickly dispatch soldiers or roaming groups of bandits. This works against any human and nonhuman (but human-sized), so use this on any Scoia'tael you might face, too!

Necrophage Oil: War leaves behind battlefields strewn with corpses, the perfect feeding grounds for necrophages. This oil gets frequent use for most witchers.

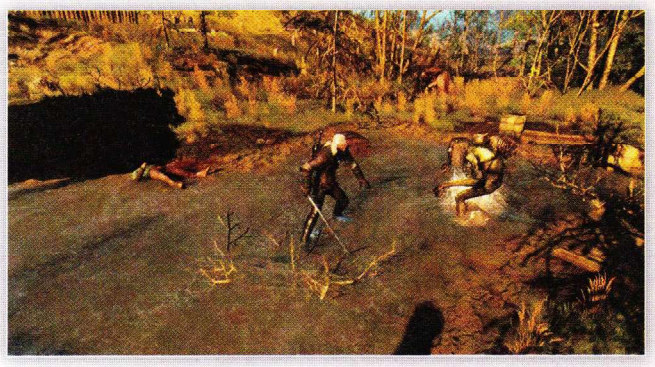
Specter Oil: Another side effect to war is the high number of victims who died with lingering regrets in this world, or died after terrible violence. These dark and powerful emotions have resulted in great numbers of wraiths haunting the living.

Elemental Oil: While elementals are not particularly common, their sturdiness against a witcher's silver swords makes them incredibly dangerous to fight. Every advantage helps.

Relict Oil: Relicts are as rare as the name suggests, but all creatures that fall under this classification can be considered threats of the highest order. If a hunt demands that you fight a chort or a fiend, relict oil is one of the few advantages any witcher can claim over these monsters.

All oils, and all formulae for oils, are listed on page 490.

MUTAGENS AND DECOCTIONS



As you kill monsters, there's a chance that a mutagen will be found amongst the loot they drop. There are different types of mutagens—some that are exclusive to the beast slain and others that are relatively common amongst a variety of monsters.

Mutagens are used in two separate ways. The first is in connection with your Character Abilities. By placing a mutagen in the slot next to your activated Character Abilities, you gain a statistical bonus.

The ability trees are color themed: red, blue, green, and yellow. These colors stand for Combat, Signs, Alchemy, and General Abilities, respectively. This also holds true with mutagens, which can be found in red, blue, and green. If you connect a mutagen to activated abilities of the same color, the bonus provided by the mutagen increases by 100 percent for each ability matching that mutagen's color. Geralt can gain thousands of points of Vitality and strike that much harder with his swords. His Signs will see massive intensity boosts.

SPECIAL MUTAGENS

Certain beasts that become the target of Witcher Contracts carry unique mutagens with increased potency over those found on lesser monsters.

The second use of mutagens comes with crafting decoctions, which can provide great statistical bonuses on their own. However, they also come with the downside of very high toxicity ratings, far above that of normal potions. This factor can limit your use of other witcher potions.

POTENT DECOCTIONS

For experienced witchers, the high toxicity of a decoction, and all the risks that come with it, are outweighed by the benefits.

Troll Decoction: Constant Vitality regeneration in and out of combat. For witchers who are expecting multiple grueling battles against many foes.

Ekimmara Decoction: With this decoction, a witcher restores Vitality with every successful strike against the enemy.

Succubus Decoction: The longer a battle lasts, the harder the witcher strikes.

Alghoul Decoction: Adrenaline is generated more quickly by a witcher in combat, but the effect is broken by the first successful enemy attack.

Werewolf Decoction: Running, sprinting, and jumping outside of combat does not use Stamina—a perfect brew for witchers exploring large areas.

The full list of mutagens can be found on page 492. For Decoctions and their formulae, see page 489.

BOMBS

One of the key tools of the witcher trade is the arsenal of bombs they can craft to suit their needs. Various materials go into making a bomb, and they have a wide range of possible effects that can be used to further stack a battle in their favor. You can open a battle from afar by lobbing a bomb at an unsuspecting foe, or quickly flick one out at a targeted opponent during a heated melee.

Monster nests encountered in the world require specific bombs to completely destroy them. So, if you intend to make a particular area safe to travel through or harvest materials within, make sure you always carry a supply of explosives. You can set two bomb types in your Inventory menu as quick access items. If necessary you can switch out what bombs you have quick access to in the middle of combat as well. As with potions and oils, all bombs can be upgraded beyond their initial crafted level to enhanced and superior versions.

A USEFUL BRACE OF BOMBS

Bombs are highly specialized weapons that can cause a variety of effects in battle. It helps to craft bombs as soon as possible, especially the higher ranking versions, so you are prepared for any situation that requires an explosive solution.

Grapeshot: The Grapeshot bomb is one of the most useful explosives in a witcher's arsenal. Able to destroy monster nests and deal powerful damage to enemies, while also causing some fire damage that can harm enemies weak to it. Upgraded Grapeshot bombs can make armor completely irrelevant.

Dragon's Dream: This bomb releases a cloud of highly flammable gas into the air. By itself, it's relatively harmless. When ignited by Igni, another bomb, a torch or even a burning enemy, however, the resulting detonation can set foes on fire. Upgraded Dragon's Dream can cause enemies it kills to explode, as well!

Samum: A basic but useful bomb, Samum cannot just destroy monster nests, it blinds enemies caught in its explosive radius, giving a witcher a chance to flank them. Upgraded Samum guarantees a critical strike on a blinded opponent. Just be careful that you don't blind yourself with your own Samum bomb.

Moon Dust: Monsters that are known to transform cannot use this ability when struck by the silver splinters of a Moon Dust bomb. Monsters that can regenerate can find that ability temporarily disabled. The Superior version of the Moon Dust bomb can seal off regeneration permanently!

Northern Wind: A dangerous piece of alchemy, the Northern Wind bomb freezes enemies within its blast radius in place. If a witcher improves it, the area of effect grows larger, lasts longer, and enemies struck while frozen suffer greater damage.

A full list of bombs, with their various effects, can be found on page 491.

INGREDIENTS

Making things requires their material components, and the world provides these if a witcher takes the time to hunt for them. Materials found within monsters and wild animals can be combined with various plants found growing throughout the world to make potions, bombs, and oils. Other materials you find, such as ores, planks of wood, or leather skinned from wild animals, can be used by smiths to craft better armor or weapons.

Weapons and equipment found in the field can be another source of ingredients. A smith of the right skill level can break down equipment, as well as other items in your inventory, to help you get extra crafting materials. This process does cost money, though. Every ingredient available in the game is listed starting on page 484.

QUEST ITEMS

Geralt finds a variety of key items throughout his quest, and while some have monetary worth, it would be a mistake to get rid of them so easily. Quest Items are marked as such when you inspect them in your Inventory screen, and they are always filed away in the Quest Item tab. They remain in your inventory and cannot be discarded until they are no longer needed. Once a Quest Item has seen all the use required from it, it can be sold to a vendor, or dropped and forgotten. Some of the key items can be used while exploring the game world.

THE MAGIC LAMP

For example, the Magic Lamp allows you to communicate with ghosts, a necessity for completing a specific quest early in the adventure. When Geralt approaches one of these places, it is marked on your map. In the world they appear as green-tinged energy fields near bones or corpses.

THE EYE OF NEHALENI

The Eye of Nehaleni is used to dispel magic illusions that guard hidden passages throughout the world. When you approach an object that can be dispelled, Geralt actually points out that his medallion is indicating a strong magic presence. Once you have the Eye, you can dispel it.

LORE BOOKS, TORN NOTES, AND NOTICES

Lore books, torn notes, and notices collected during your adventures deserve a special mention. Not only do these items give information about the world and the quests you encounter, they can also sometimes lead to knowledge about Points of Interest! Some lore books also add information to the Bestiary. You can find some of these texts placed within your Quest Items tab, while others may be found under Usable Items or Junk.

OTHER ITEMS

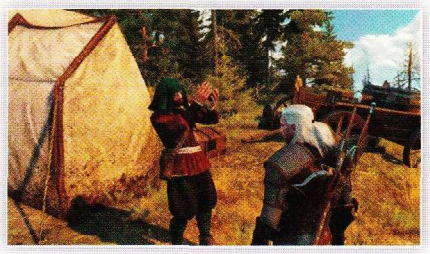
Junk items, and items that don't fall into other categories are filed away in the inventory as Other Items. This includes currency that can be changed into crowns at the bank of Novigrad, torn sheets from notebooks, lore books, food, Witcher Contracts, and mutagens found on dead monsters. Food is one of the most important items in this category, as it allows Geralt to regenerate health quickly, even during combat, without the need to meditate. Mutagens can be used on the Character Abilities menu to provide a significant boost to specific stats.

Junk items should be sold. Unless the description of the item tells you that it is an ingredient or can be broken down for ingredients, there's little reason to keep Junk in your inventory.

SHOPS AND THE ECONOMY OF THE WORLD

Merchants, armorsmiths, and blacksmiths can be found in the various major settlements throughout Velen, the city of Novigrad, and Skellige. All of them provide necessary services.

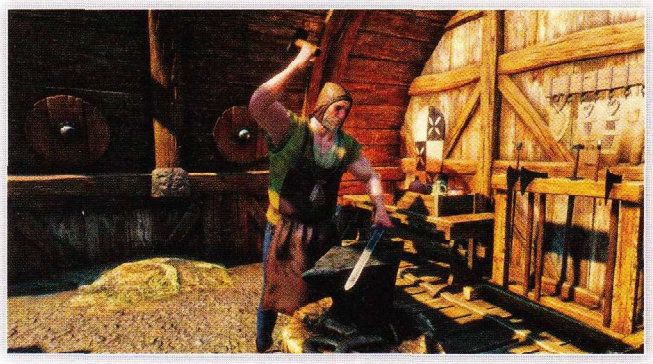
MERCHANTS



Some merchants provide food, others deal in alchemic formulae and ingredients, while still others may be simple booksellers or bartenders. Merchants are marked on your map with specialized icons as you discover them. Some merchants are constantly traveling the roads between towns, which places them in danger from the local wildlife. If they come under attack, you must rescue them or else risk losing their services. Other merchants can be found as prisoners in bandit camps.

ARMORSMITHS AND BLACKSMITHS

The two kinds of smiths offer specialized services. Armorsmiths can craft, sell, and repair armor. Blacksmiths are focused on weapons. There are some smiths able to repair and craft both weapons and armor, but not all smiths are equal. Many can work only on common quality gear and diagrams, while others specialize in Masterwork quality equipment. You also need to be mindful of a smith's level. If they don't have the necessary experience, they won't be able to work with a crafting diagram you've found. Some smiths are being held prisoner in bandit encampments.



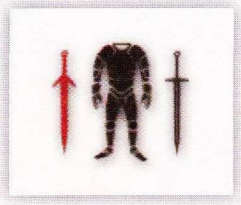
DISMANTLING

Dismantling an item destroys it and gives you some material components to use for further crafting. This is an incredibly useful function of all smiths: you'll get nowhere with crafting if you try to buy all the materials yourself. Best to salvage what you can from equipment left behind by fallen foes, or from older weapons that are no longer of use to you, or from junk acquired during your travels.

REPAIRING ITEMS

Swords will dull, armor will bend and break. A weapon or armorsmith can fully restore the durability of a piece of equipment. Additionally, Geralt is capable of enhancing his gear if you find a sharpening stone or crafting table at a village, a necessity before any hunt or ride across the countryside.

THE IMPORTANCE OF MAINTENANCE



Pay attention to the condition of your equipment! Deteriorated swords strike for considerably less damage, while low durability armor does not protect Geralt as well as maintained armor. A smith can fully restore a piece of equipment, and it is possible to use a repair kit to restore them in the field.

WORKBENCHES AND SHARPENING STONES

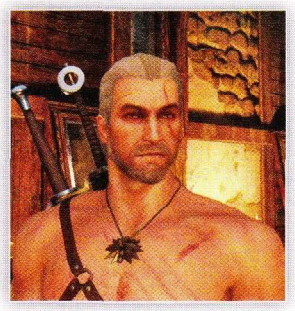
Workbenches and sharpening stones can be found next to some smiths. You can use these to provide temporary boosts to their effectiveness. Workbenches and sharpening stones are indicated on your maps once you pass near them. This is where to go to get a boost before a tough fight.

PROSTITUTES AND CARNAL KNOWLEDGE

A witcher has certain needs, like any non-mutant male, and these can be sated by ladies of the night or day, willing to spend time with a mutant. If you're flush with coin and want to spend it on someone not named Triss or Yennefer, there are opportunities in Novigrad.

Some Secondary Quests end with opportunities for Geralt to gain or pass on some carnal knowledge without needing to pay crowns in advance. We have also highlighted these opportunities when they present themselves throughout the quest walkthroughs.

BARBERS



Geralt's beard grows over time, and time marches ever onward. Go unshaven long enough and Geralt starts to resemble a dangerous and murderous hobo. You can visit barbers in certain villages and cities for a shave and a new hair-style, if you choose.

THE LIVING ECONOMY

Like Geralt, every shopkeeper has a finite amount of money and inventory available for trade. The amount of funds and list of items for sale can be viewed while visiting their shop. If their funds are depleted, a merchant will not be able to purchase additional goods from you. While their funds and inventory will replenish over time, this limitation may prevent you from selling everything in a single visit. If you cannot wait, consider purchasing goods to help quickly generate income.

ITEM TYPE

Not all items are created equally. Some are made of weaker components, some carry rare enchantments. Some are for dealing damage, others protect you from it. Some are consumable while others are used to craft and modify other items. Whatever its use, each item is valued differently based on the type of merchant you are dealing with, the region you are in and a variety of other price modifications and quest-based bonuses.

The following Economy sub-sections explain the various factors that affect the purchase and sale of items around the world.

MERCHANT TYPE

Every merchant plays a specific role that determines their level of interest in a particular set of items. Innkeeps sell food and drink. Blacksmiths and armorers will buy and sell weapons and armor respectively, as well as the materials needed to craft them. Herbalists will sell materials needed for potions, alchemists will sell books and diagrams that can create enchantments for your equipment. Specialty merchants like the barber and book dealer offer rare items you cannot find anywhere else. Conversely, merchants will only buy items from Geralt that they have interest in. An innkeep will not buy swords or armor, no matter how much you insist. Take a look at the Bonus by Type table to see what each merchant type is willing to buy.

MERCHANT REGION

The world has been separated into distinct areas, each having a unique economy with it's own rates and bonuses. No Man's Land has been ravaged by war and famine, meaning weapons and armor are commonplace while food is a rare and expensive commodity. While travelling through Novigrad make sure to check out the many goods for sale. While more expensive, they offer a great selection of the items you'll need to heal, prepare and maintain your gear. Skellige, while remote, has the best assortment of crafting materials, weapons, armor and upgrades. Scattered across a series of islands, their resources are plentiful and offer many opportunities for entreprenuers that would purchase goods for trade.

ITEM ORIGIN

Some items can be identified by the region in which they were designed and created. While merchants may be interested in trading for local goods, the exchange of rare items from distant lands can result in large profits based on your investment. Conversely, trying to sell a Nilfgaardian blade to an Elven refugee may result in no sale at all. Be aware of an item's origin, and to whom you are trying to sell to. Refer to our Price Modifications by Origin table for specific pricing adjustments for item origins by region.

REGION BONUS

The regions of Velen, Novigrad, and Skellige, offer a quest that, if completed successfully, rewards you with a 10% discount towards all future purchases in that region.

MERCHANT BONUS

Some of the merchants you will meet are in distress and have need of a hero. While their services and goods may be available immediately, successfully resolving their plight may result in a 10% discount for all future purchases. Additionally, this discount will stack with other bonuses. For example, if the Region Bonus has already been acquired, successfully completing this objective will result in a 20% discount on all purchases from this shop.

MERCHANT BONUS BY TYPE									
	MERCHANT TYPES								
	CATEGORIES	WANDERING	ALCHEMIST	ARMORER	BARBER	BLACKSMITH	BOOK DEALER	HERBALIST	INNKEEPER
ITEM CATEGORY	Alchemy	7%	15%	Will Not Buy	0%	Will Not Buy	Will Not Buy	15%	Will Not Buy
	Alcohol	3%	5%	Will Not Buy	Will Not Buy	Will Not Buy	Will Not Buy	4%	12%
	Armor	11%	Will Not Buy	20%	15%	13%	Will Not Buy	Will Not Buy	Will Not Buy
	Book	6%	0%	Will Not Buy	Will Not Buy	Will Not Buy	20%	Will Not Buy	Will Not Buy
	Crafting	10%	Will Not Buy	5%	Will Not Buy	8%	Will Not Buy	Will Not Buy	Will Not Buy
	Food	3%	Will Not Buy	Will Not Buy	Will Not Buy	Will Not Buy	Will Not Buy	3%	7%
	Horse	15%	Will Not Buy	18%	Will Not Buy	20%	Will Not Buy	Will Not Buy	6%
	Upgrade	10%	10%	20%	Will Not Buy	20%	Will Not Buy	Will Not Buy	Will Not Buy
	Weapon	12%	Will Not Buy	15%	Will Not Buy	20%	Will Not Buy	Will Not Buy	Will Not Buy
	Secondary	4%	Will Not Buy	20%	Will Not Buy	0%	Will Not Buy	Will Not Buy	15%
	Junk	1%	Will Not Buy	Will Not Buy	Will Not Buy	Will Not Buy	Will Not Buy	Will Not Buy	5%
MERCHANT BONUS BY RARITY									
RARITY	Valuable	8%	4%	8%	5%	7%	3%	9%	10%
	Precious	0%	20%	5%	8%	10%	1%	5%	20%
	Collectible	0%	100%	0%	0%	0%	0%	100%	0%
	Legendary	100%	100%	100%	100%	100%	100%	100%	100%

PRICE MODIFICATION BY REGION						
	MERCHANT REGIONS					
	CATEGORIES	NO MAN'S LAND	NONHUMAN	SKELLIGE	NOVIGRAD	NILFGAARD
ITEM CATEGORY	Alchemy	15%	0%	Will Not Buy	15%	0%
	Alcohol	Will Not Buy	Will Not Buy	20%	15%	20%
	Armor	Will Not Buy	Will Not Buy	5%	10%	15%
	Book	Will Not Buy	Will Not Buy	Will Not Buy	10%	15%
	Crafting	Will Not Buy	Will Not Buy	2%	5%	10%
	Food	100%	Will Not Buy	Will Not Buy	Will Not Buy	5%
	Horse	Will Not Buy	Will Not Buy	10%	20%	25%
	Upgrade	Will Not Buy	Will Not Buy	5%	15%	30%
	Weapon	Will Not Buy	Will Not Buy	Will Not Buy	5%	15%
	Secondary	Will Not Buy	Will Not Buy	Will Not Buy	1%	5%
	Junk	15%	Will Not Buy	0%	Will Not Buy	Will Not Buy
PRICE MODIFICATION BY ORIGIN						
ORIGIN	NO MANS LAND	0%	Will Not Buy	5%	Will Not Buy	Will Not Buy
	NONHUMAN	10%	0%	15%	20%	10%
	SKELLIGE	5%	Will Not Buy	0%	20%	5%
	NOVIGRAD	Will Not Buy	Will Not Buy	10%	0%	Will Not Buy
	NILFGAARD	Will Not Buy	Will Not Buy	5%	Will Not Buy	0%

EQUIPMENT

A sword is only as good as the witcher using it, his armor is only as good as the materials he was willing to invest in it's creation. To survive this adventure, you must wiild a multitude of swords both steel and silver. Should those fail you, only a durable set of armor will be all that prevents the blades and claws of your enemies from rending your flesh to shreds.

Equipment in *Witcher 3: Wild Hunt* requires Geralt to reach a requisite level of experience before he can use it. Common weapons and armor can be found randomly with stats that reflect Geralt's current level. However, crafted items, relics and unique pieces of armor have set level requirements and stats. While earning these pieces of gear takes supreme effort, they are often the best items one could equip.

SWORDS

Geralt carries two types of sword, steel and silver. These blades are intended for two very different threats; steel for humans and beasts, silver for monsters. Geralt draws one of these blades automatically when combat begins, typically the sword meant for his nearest threat. Some battles require you to switch between both blades, so be prepared to adapt to those situations.

Swords deteriorate with use. With each blow landed, or shunted aside by sword, shield, armor, or claw, a blade continues to lose Durability until the weapon becomes unusable. Low Durability weapons strike for less damage. This is a serious liability in battle and can cost you life and limb.

Regular maintenance at a smith will help keep your gear in shape at the cost of some coin. When venturing on to a difficult quest or facing extended battles that will test the durability of your equipment, make sure to purchase or craft repair kits to maintain your edge in the field.

In addition to acting as your primary offense, swords are your defense against any physical attack. You can block most melee attacks with either type of sword, though some attacks must be dodged rather than blocked. With sharp timing, you can also counterattack most melee attacks, placing your foe off balance while you remain on the offensive.

Every sword has a base attack rating representing the damage per second (DPS) it's capable of under ideal conditions. Additional values exist for fast and strong attacks, including damage and critical hit chance. Any enchantment, skill, or upgrade that increases a sword's damage applies a bonus to the weapon's base attack rating. An opponent's armor, resistances, and other modifiers will affect a sword's damage during combat.

IMPROVING WEAPONS

Enchanted swords have a chance to cause additional effects on their target with each strike. These enchantments can poison, bleed, burn, stun, freeze, or stagger a target. Lesser and Greater runestones can be placed in weapon upgrade slots to further increase a blade's effectiveness. However, if a target's resistances are too great, these additional effects may be dispelled. See page 483 for a list of all runestones.

Another way to improve the effectiveness of your swords is to apply special oils to them before combat. Oils last for only so long before repeated strikes of the blade wipe the oil completely away. You cannot apply these oils in the middle of a fight, so pay attention to your surroundings and spot threats before you must engage them. Unfortunately, you don't always have this opportunity.

To increase your sword's attack power, oils can be prepared and applied to the blade before battle. Unlike runestones, this bonus is temporary and ends after repetitive attacks wipe the oil away. This is the most economical way to enhance your swords and allows for a great deal of flexibility when preparing for multiple types of targets.

Finally, a very rare set of crafted weapons can be improved by finding diagrams for more powerful versions of the weapons. These diagrams and the materials to produce these weapons are rare, indeed, so you must be thorough in your exploration of the world. Diagrams for these weapons are listed on page 478.

ALTERNATE WEAPONS

While Geralt has no formal training with weapons beyond the swords of his profession, he is not helpless with the odd axe or bludgeon nicked from bandits foolish enough to cross his path. These weapons are not as lethal as a good sword, but you can still put down humans with them if a situation demands it.

Equipping alternate weapons places them in the slot that would be occupied by your steel sword. You can also apply the appropriate blade oils to them. Realistically, though, you should stick with your swords if you have a choice.

WITCHER'S CROSSBOW AND BOLTS

Very early in Geralt's search for Ciri, he is gifted a crossbow, which comes with an unlimited number of standard bolts that Geralt can fire at enemies or wildlife. These bolts are typically quite weak, but they can stagger enemies in the middle of an attack, and even knock flying enemies out of the sky. The crossbow is also the only weapon Geralt can use underwater. Armed with this weapon, he is not without defenses when he must explore the depths of the ocean or an underground tributary.

You can find more powerful crossbows over the course of the game. Some of the most deadly are crafted from secret witcher equipment diagrams, hidden in the world.

Crossbows become more effective in two different ways. The first is through the use of specialized ammunition. You can loot them from caches in the world, and even craft special ammunition from diagrams. Specialized bolts not only hit harder, but can also cause additional effects. Explosive Bolts, for example, can knock enemies to the ground and are especially devastating against flying foes. Another type of bolt splits into three arrows, making it easier to shoot fast moving enemies. The statistics on bolts may not look impressive by themselves, but when you factor in the power of your chosen crossbow, you can easily see the bow overpowering lone monsters and humans before they even get close!

Another way crossbows see great improvement is through purchasing specific character abilities from the Combat and General branches. You can earn flat increases to the overall damage of each shot or slow the world down to take more time to carefully aim your shots.

ARMOR

Geralt's armor consists of four separate pieces: Chest Armor, Gloves, Trousers, and Boots. Together, these provide protection against physical damage and persistent effects. Each piece of armor has an armor rating, along with a number of additional protection ratings against the different types of damage that Geralt can suffer in combat: slashing, piercing, bludgeoning, elemental, and rending damage.

There are three weight classes for all pieces of armor: Light, Medium, and Heavy. These classes determine how much protection an armor provides, but can also affect statistics like stamina regeneration. Each weight class caters to specific combat tactics, but you can mix and match your gear to fit your preferences.

Light armor provides a significant bonus to stamina regeneration, at the cost of sturdiness. This allows Geralt to control the pace of a fight by staying agile, engaging or evading enemies at will. Medium armor provides no regenerative benefits or penalties, and is the weight class Geralt starts the game with. Heavy armor provides the most protection, but slows down stamina regeneration. While movement is slowed, Geralt can wade into the melee and survive far more punishment.

IMPROVING ARMOR

Glyphs can be used to upgrade high-quality pieces of armor, providing bonuses to sign abilities. As with weapons slots and runstones, some armors have slots that allow for glyphs to be placed. Glyphs can be found as loot in the field or on monsters, and there are diagrams that allow you to craft lesser and greater Glyphs, provided you can find them. See page 483 for a list of all glyphs and their bonuses.

CONSUMABLES, BOMBS, AND POCKETS

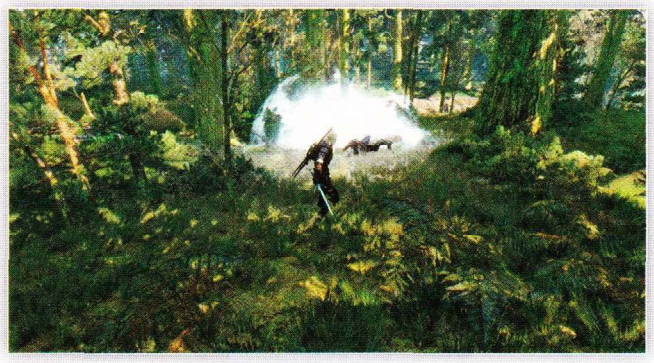
It's possible to set two types of consumables, bombs, and pocket items for quick use in the field. Consumables include food, or witcher potions and decoctions. It's usually best to keep potions that have immediate beneficial effects in these two slots, either focused on enhancing your combat effectiveness or survivability. Food can always be eaten from the Inventory menu. Potions can determine whether or not you survive to even do that. With bombs, try to tailor your load out to favor bombs that can affect a wide variety of targets, switching out for more specialized explosives if you're hunting something that demands it. Your two pocket slots, however, will likely be occupied by key items that are required for specific purposes, generally for non-combat reasons.

ALCHEMY AND CRAFTING

A witcher is expected to make use of the land to survive. Herbs, minerals and other alchemical ingredients found in the field are among the many materials used to brew potions, sword oils, or act as the catalysts to bombs. Other materials, like rare metals or strips of cured leather, can be refined and used to craft new weapons and armor that far exceed the quality of worn items looted from dead foes.

To craft items or perform alchemy, Geralt must first possess crafting diagrams and alchemy formulae. These can be found randomly in the field by looting containers, or purchased from specialized vendors. Diagrams for ancient relics, including Witcher Schools equipment, are found during lengthy quests to locate the base diagrams for that equipment. Advanced diagrams that enhance this gear involve a lot of searching with few clues. Fortunately, you have this guide to show you the way.

ALCHEMY



Alchemy is used to create bombs, sword oils, potions, and decoctions. Combining herbs, substances, minerals, and rare mutagens extracted from monsters, alchemy is a requirement for those who wish to be fully prepared for combat.

Many potions, oils, and bombs you can craft have a base formulae that allows you to create the most basic form of that item. As you travel through the world and meet new merchants or find various loot caches, you can discover formulae that enhance the strength of your craft. A full list of all formulae can be found on page 484.

TIPS AND BEST PRACTICES FOR ALCHEMY

CD Projekt Red have graciously provided a list of tips and best practices for Alchemy:

- Craft early. Craft often. As soon as you can brew formulae, do so. Loot a new formulae? Check your Alchemy tab to see if you can craft it right away. If not, keep those needed ingredients fresh in your mind so you can add the alchemy item to your inventory as soon as possible.
- Purchase formulae in shops as you find them and add those potions, oils, and bombs to your arsenal. You'll quickly gain more advantages over the beasts and abominations during your adventures.
- Geralt's potion supply is automatically restocked when you meditate, as long as you have hard alcohol in your inventory. Keep a supply of alcohol in your Inventory at all times!
- Many herbs prefer to grow in certain areas of the world or climates. On rocks, in caves, in shallow water, deep water, or in cultivated terrain that farmers harvest in the villages Geralt comes across. Learn them and you'll find what you need in no time.
- Herbs and ingredients impact your carried weight far less than most items so don't hesitate to snatch up all of the herbs in the wild you can find. Once you've amassed a large supply, you can worry far less about collecting herbs in the later stages of the game.
- If you're having a difficult time finding ingredients, hit up the Herbalist shops and spend some of that extra coin to finish out the ingredients list quickly. This is helpful in even the Prologue quests.
- Watch out for monster nests to clear them out and make use of the ingredients they carry. This is also serves as a source of ingredients for the Witcher Gear armor and weapons for crafting those items at blacksmiths.
- Know your foe. The Bestiary is your best friend. All of the critical information on the items that work against the hordes of creatures you'll face are at your personal disposal. Also, learn the creature categories (ex: necrophages, relicts, elementals, etc.). When you have the chance to spot an enemy at a distance and you know what you're up against, you can pull up your inventory to apply the oils, down the potions, and slot the bombs that will help you quickly dispatch the dark denizens before you. If it's not a specific monster you've encountered before, but you think you know what type it is. Apply the oil for that enemy type and you'll conquer them in a flash.
- If you enter a combat encounter and your sword doesn't have the oil that would help you against your enemies, don't forget to use your potions and bombs. They may be all you need to make quick work of the enemy and disable their most devastating attacks.
- If you know you're going to facing large groups of humans, slap some Hanged Man's Venom on your steel sword. These are the most common enemies you'll face during quests inside the city walls of Novigrad, so it's a safe bet to keep this oil active as often as possible when you're not roaming the wilderness.
- Keep a large stock of alcohol bases and meditate as often as you feel the need to. Remember that meditation can end any potion buffs you have active due to the passage of time while meditating.
- Slot Swallow potions and save the rest. If you keep Swallow and some food handy in combat, you can always open your inventory to drink the other potions you need less often.
- Getting weighed down by dozens of swords after slaughtering a batch of heartless witch hunters? Toss back a fiend decoction to grant you a bonus against your burden and hit some shops to offload for coin.

CRAFTING

Once Geralt has unlocked a diagram, he can pay a smith to craft it for him if he has the diagram for an item and the materials to make it. Smiths can be found various villages, outposts, and in cities like Novigrad. Others can be found as prisoners in bandit camps, locked away under guard, or abandoned by those who took them hostage. When rescued, these smiths return to their homes and offer their services as thanks.

Smiths can do more than craft armor or weapons. For a small fee, they can disassemble complex items into basic components that can be used to craft new items. Except for active quest items, everything can be sold or disassembled, even Junk. When viewing an item in your inventory, watch for descriptions saying an item can be broken down for crafting materials. Higher level items may contain rare materials that are normally too expensive to purchase at a shop.

Not all crafters are equal! Some crafting diagrams require skills that not all smiths possess, and this skill level also affects ho many items are salvaged from disassembling an item. Compared to an Amateur, a Master smith can recover up to five times as many components from an item.

As with formulae, crafting diagrams can be found as loot in the field, as rewards for accomplishing quests and special favors, or purchased from vendors. Diagrams found during Treasure Hunts allow you to create and upgrade certain sets of weapons and armor. See page 478 for a full list of diagrams and the items they create.

MEDITATION

You need to prepare before you can start killing monsters. It's not just about throwing on the best equipment you've got and running in to battle. Geralt is a skilled alchemist if he's got the materials and formulae to work with, but more importantly, he can meditate.

Meditation is one of Geralt's most important abilities. Doing this allows you to skip ahead a set amount of time, changing the time of day and restoring any Vitality he has lost. While meditating, Geralt automatically replenishes any prepared potions and oils as long as he has strong alcohol in his inventory.

MEDITATING IN THE DARK

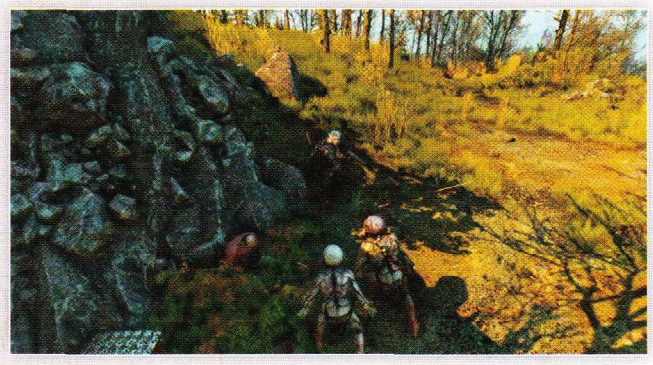
On the Blood and Broken Bones! and Death March! difficulties of *Witcher 3: Wild Hunt*, meditation does NOT restore health. On these difficulty settings, you are forced to carefully manage your inventory of health recovery items.

SETTING UP QUICK-USE ITEM SLOTS

Part of preparation is making sure you have the right items in your item slots. Wearing your best armor and using your best swords is obvious advice. Having the right consumables and bombs set up for quick use can mean the difference between life and death.

- **Quick-Use Consumables should have immediate effects:** Potions like White Raffard's Decoction, for immediate burst healing, or Thunderbolt, a short burst of increased attack power, are excellent for the quick use item slots. In place of *White Raffard's Decoction, you can use any form of healing food to speed up health* regeneration in combat. Potions like cat, or decoctions, which have very long lasting effects compared to most other potions, are best accessed from the Inventory menu.
- **Tailor quick-use potions to your strategy and build:** You can build Geralt to focus on his swordsmanship and crossbow skills; his Sign use; the bombs, potions, and enhancements gained through alchemy; or have a spread of skills throughout all of his ability trees. Likewise, there are potions that can greatly enhance the effectiveness of these aspects. If you want to have high-powered signs on demand, use Potions that power up their intensity. If you want your swords to hit harder, Thunderbolt is an obvious choice.
- **At least one bomb should be general use:** There are many types of bombs, but you can have only two set up for on-demand use. Grapeshot is an excellent general purpose bomb that falters only against fire resistant foes. Samum is also good for its ability to blind or stun enemies caught in the blast radius.
- **Your second bomb slot should fit the situation:** There's little reason to carry two bombs that accomplish similar tasks. If you know you're up against enemies weak to fire, switch in Dragon's Dream to set up a powerful combo with Igni. If you know you'll be battling large numbers of enemies, Northern Wind can literally bring the fight to a standstill, allowing Geralt to calmly pick out a priority target to bring down first.

COMBAT



Witchers carry two swords with the knowledge that they will be used against man and beast. Words alone aren't always enough to dissuade everyone and everything from picking a fight with Geralt of Rivia, and so it becomes important to live up to his other name: the Butcher of Blaviken.

Combat in *Witcher 3: Wild Hunt* can be challenging, even on the Story and Sword! difficulty setting. Geralt has a vast array of options at his disposal, which can be daunting at first, especially during battles where the witcher is greatly outnumbered. A fight can break out spontaneously: bandits stalking a frequented road could run you down on horseback, a pack of wolves or nekkers can suddenly charge from the underbrush, or you may be caught in an ambush in a forgotten alley somewhere in Novigrad. Part of winning combat in *Witcher 3: Wild Hunt* is being prepared to fight at any time, against a wide variety of opponents.

You must also make good use of the tools available, hurting the enemy as much as possible while avoiding harm yourself. Geralt can fight with his swords, magic Signs, crossbow, or fists. He can augment his abilities with potions, mutagens, and decoctions. With alchemy, he can craft devastating bombs that can cripple man and monster with a variety of effects, or create sword oils that can help his blades inflict maximum harm on specific enemies. The trick is combining all of these tools effectively.

CAMERA CONTROL

The first rule of combat is to know where your enemies are at all times. You can try relying on the mini-map to reveal the location of your foes during a fight, but it's best to have the camera facing them. That way, you can see what they're doing and react accordingly. Of course, if you're surrounded, this can be difficult. In those cases, try to keep the camera aimed at the most prominent threats.

LOCK ON

While attacking with his swords or fists, Geralt automatically homes in on opponents within a certain range. You can also move him in the direction of an enemy while attacking in order to get him to change his facing. This leaves the camera free to move around as you see fit.

However, when fighting some opponents, it may be wise to lock the camera on to them. This changes Geralt's movement so that he is still always facing them if they're a good distance away—even while attacking, dodging, or running.

Pay special attention to the Vitality bar over the head of your targeted enemy. If you see the area around it flash red, that's your cue to parry or dodge the enemy's attack!

SELECTING TARGETS

In battles with multiple opponents, you must know how to select the correct target of focus. If you're getting punctured with arrows while fighting melee-based foes, spot the position of the sniper with your camera, then try to run them down. Some fights in large groups are best handled by picking off the weaker opponents first. Lock the camera onto them in the middle of a melee.

Wrong.

Right!

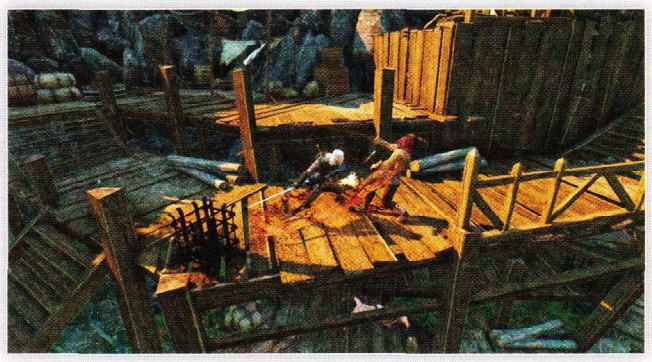
MELEE COMBAT (SWORDPLAY AND UNARMED)

FAST ATTACKS

The basic offensive technique at Geralt's disposal, fast attacks are light, rapid blows that can be chained together quickly. Against opponents whose guard has been lowered, you can string together three quick strikes before they even have a chance to block. Against average humans, a flurry of fast attacks can keep them firmly on the defensive, while more trained opponents can parry or even counter a fast attack.

Fast attacks can be alternated with strong attacks, and vice versa. This allows you to string together a series of strikes that not only keeps the enemy on the defensive, but will also be a costly Stamina drain as they try to block and parry. Watch the small yellow bar beneath enemy Vitality gauges to determine how much Stamina they have.

STRONG ATTACK



Strong attacks ignore the enemy's armor and, even if they manage to block the attack, the drain on their Stamina be more than they can handle. However, as each strike has wind-up time before Geralt's sword or fists finally lash out, swift enemies can actually interrupt a strong attack with a fast attack of their own.

All sword or hand-to-hand attacks can be chained into lengthy combination. You can even suddenly switch the direction Geralt is attacking in in mid-combo. This is especially useful when surrounded by enemies. Either quickly shift focus with fast attacks to interrupt enemies striking at your flanks, or surprise them by whirling on them with a heavy attack to knock their defenses aside.

ADRENALINE

Every attack you land builds Adrenaline Points. You can have a maximum of three Adrenaline Points. Each point counts as a 10% attack power increase, which makes it exceedingly valuable to Geralt in combat. However, taking damage can cause you to lose Adrenaline, and some Abilities require the use of Adrenaline.

There are Character Abilities that can prevent this, and there are other abilities that increase how much Adrenaline you generate! See the various character abilities later in this chapter to see how you can improve your Adrenaline generation.

SPECIAL ATTACKS

Activating certain abilities in the Character Ability trees unlocks special attacks that use Stamina and Adrenaline Points, which are earned by landing successful attacks on enemies. Adrenaline is lost by sustaining damage, but certain Character Abilities can limit this loss.

There are two special attacks for swords: Whirl and Rend. Whirl is earned by purchasing the ability in the fast attack branch of the Combat Ability Tree. Rend is found in the strong attack branch. See the section on the Combat Ability branch later in this chapter for more details on these Abilities. To use them, you must invest Ability Points and then activate either by setting it in an Ability Slot!

WHIRL

After ensuring that Whirl is set up as an active Character Ability, you can use it in combat. As long as you have Stamina to spare, hold down your fast attack button to become a dervish of death! This attack cuts anyone that gets close to Geralt as he spins and pirouettes forward, sword lashing out in all directions. The attack drains Stamina and then Adrenaline, so you do not need Adrenaline to start the attack. You only need Stamina to start

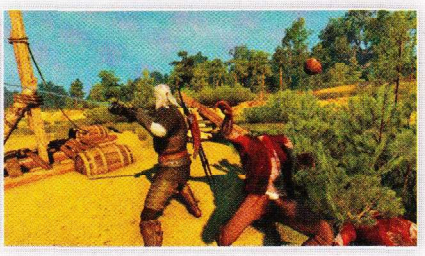
Note that Geralt is still vulnerable to attacks while using Whirl. So be wary of ranged attackers and enemies trying to flank you. Large enemies can also fight through the barrage of attacks to still score an interrupting strike!

REND

You can use Rend in combat once it's set up as an active Character Ability. Hold down the strong attack button to begin storing Stamina and Adrenaline for a single, powerful strike. This attack can be upgraded to increase your chances of scoring a critical hit. The more Adrenaline you have while charging the strike, the greater the damage you will cause.

To get maximum effect out of Rend, you must spend significant time charging up the strike. This process can be interrupted out of the attack by damage you sustain, so be mindful of the situation and use the attack wisely.

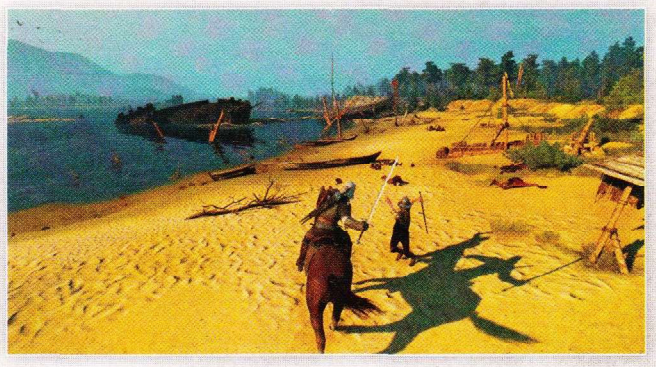
EXECUTIONS



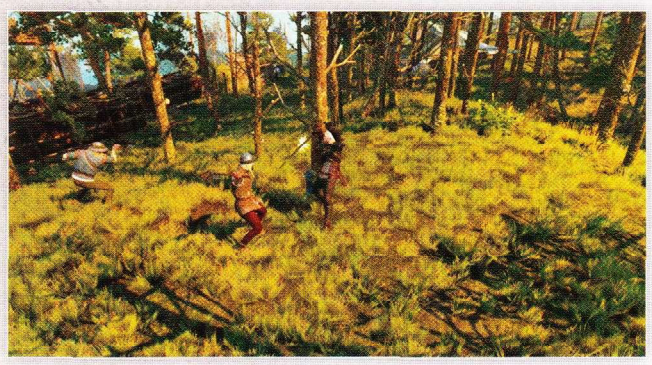
Mortally wounded enemies may fall to the ground slowly, gasping out their final breaths. If an indicator appears next to them, prompting you to press your fast attack button to finish them off, Geralt performs a brutal finishing strike to foes still on their feet. For those lying on the ground thanks to a bomb or a blast of Aard, he simply runs them through with his blade. You can also enable or disable Geralt automatically using executions on dying foes in the Game Options menu.

FIGHTING ON HORSEBACK

Geralt can use his swords while on horseback to a limited degree. It's generally not the best option to fight on horseback unless you absolutely must. Your mount can throw you off the saddle if it gets too frightened. Watch the Horse Fear meter to avoid this, which stuns Geralt for quite some time and leaves him vulnerable to the enemy. You can calm your mount by using Axii. Certain upgrades for Roach can also assuage the horse during combat.



PARRYING

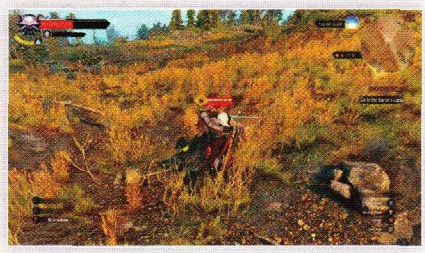


Geralt can stop fists with his hands, or deflect weapon strikes (and the claws of some beasts) with his swords. By holding down the Parry button, Geralt prepares to guard against any strike coming at him. Geralt can parry anything from any direction, but repeated blows can break through his defenses, and some blows cannot be parried at all. Arrows can be parried if you spend points on a specific Character Ability, and you can eventually reflect them back at the shooter!

You cannot parry every physical attack. Humans with massive two-handed weapons easily overwhelm your parry attempts, and some beasts strike with such power and ferocity that they break your guard and land punishing blows regardless of your Stamina level. Damage will be reduced trying to parry some of these attacks, but Geralt will stagger from the force of the attack. In these cases, it's best to either evade or dodge roll the attack, or attempt a counter-attack.

COUNTERATTACKS

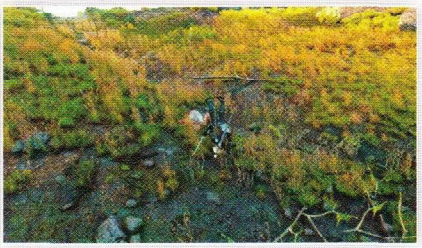
Mastering this skill can be a great help for many of the battles that Geralt will face. If you press the Parry button just before an attack hits Geralt, he blocks the attack, then performs a special counterattack that can either cause damage to foes or knock them off balance, allowing you to unleash your full fury upon them. You cannot counterattack any foe wielding a two-handed weapon, or attacks from giants.



You can either eyeball when to counterattack by watching the incoming attacks closely, or by paying attention to the health and Stamina bars floating over the heads of enemies fighting you. If you see the area around this target information flash red, that's your cue to parry and perform a counterattack! As with parrying, not every attack can be countered, such has the melee strikes from powerful beasts or two-handed weapons from humans.

DODGING AND ROLLING

Geralt can dodge away from most melee and ranged attacks. This is ideal for avoiding attacks that Geralt cannot parry or counter, while still keeping him within light or strong attack range.



Some attacks have so much reach that a simple hop backward isn't enough to keep you safe. In these instances, tap the Roll button while moving him away from the attack to roll to safety. This costs Stamina, and places Geralt well out of range for an immediate counter strike, but it can help 'reset' the fight in a one-on-one situation, or get him safely away from opponents that have him surrounded. However, it does temporarily stop Stamina regeneration, so you can't roll constantly if you want to also make use of his Signs.

STAMINA

Managing Stamina is one of the most important aspects of combat. For example, a full bar of Stamina is required to cast any signs in battle. Stamina is needed for special melee attacks and Signs. Any time you use an ability that requires Stamina its regeneration is temporarily halted. You can boost Stamina regeneration with Potions, and there are Character Abilities that can improve your Stamina recovery.

CROSSBOW

The crossbow is a useful tool that can be used before combat begins, or in the middle of a melee. If you take the time to aim the crossbow manually before firing, time dilates, letting you aim with greater accuracy. This effect can be increased through the Character Ability trees.

You can also quick-fire the crossbow. Tapping the Crossbow button once causes Geralt to draw and fire the weapon at the locked-on target. You can also influence where he fires by moving him in the direction of a potential target. This works well for interrupting flanking enemies, just avoid quick-firing explosive bolts at enemies right next to you!

With special ammo loaded or with the standard bolts, the starting crossbow can be fired three times before Geralt must reload.

Crossbows work as amplifiers to the damage ratings of the bolts loaded into them. Always keep an eye out for stronger crossbows to maximize the potential of your chosen bolts, and you absolutely should consider hunting down the recipes for the two most powerful crossbows in the game. You can find these weapons listed on page 468.

SPECIAL BOLTS

Special bolts can be looted from caches in the field or crafted at a blacksmith. These bolts are what make even the starting crossbow a vicious weapon in any fight.

Special bolts can have a variety of effects. Some cause bleeding damage, others split into multiple shots. One type of bolt can attract wild animals to the victim, another acts as a high-powered bomb! Unfortunately, special bolts are limited in number. Check your Quick Access menu to see which bolts you've loaded in the crossbow to avoid wasting good ammunition on petty targets.

RUNNING OUT OF AMMO

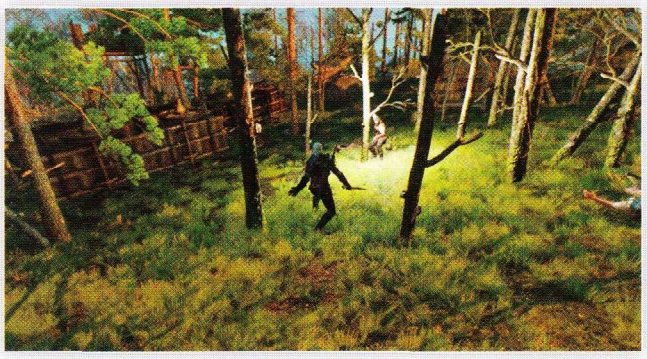
If you run out of special bolts in the middle of a fight, Geralt automatically replaces them with the standard unlimited ammunition. If you want specialized bolts, you must go into the Inventory screen to manually select your chosen ammo.

A list of all bolt types can be found on page 468.

BOMBS

Similar to the crossbow, you can quick-throw a prepared bomb by first selecting it in your Quick-access menu, then tapping the button to throw it. This is especially effective against single opponents. If you want to affect multiple targets more reliably, aim where you place your bombs by holding down the Throw button. When you're dealing with multiple foes that are affected by the same type of bomb, this is a great way to start to any encounter.

Bombs have a wide variety of effects that can be useful for specific foes. Dimeritium Bombs can weaken magic users, Moon Dust bombs can prevent transformations, and the powerful Northern Wind bombs can freeze huge swaths of a battlefield, allowing a witcher to quickly flank foes.



SIGNS

Geralt can cast five different magic signs: Yrden, Quen, Igni, Aard, and Axii. Each has specific uses before and during combat. Casting a Sign requires a full bar of Stamina, so it's important to know when to cast a Sign and why.

All Signs can be upgraded in the Character Ability trees. These not only provide enhanced effectiveness, but even offer alternate Sign modes that change how they work in battle.

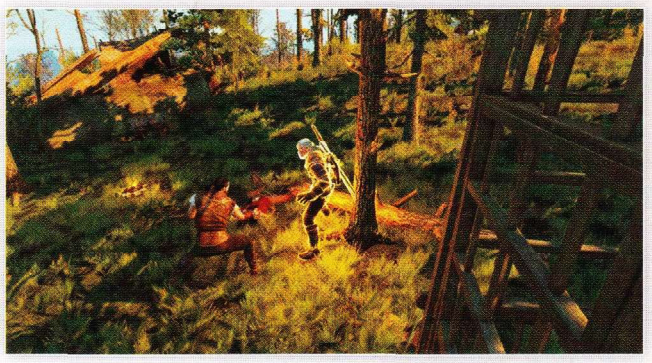
YRDEN

Cast this Sign and a circle of Yrden symbols appears around Geralt. Most foes that wander into that ring are significantly slowed, though some monsters are unaffected by it. This circle is one of the best tools at your disposal to control multiple enemies in melee range. Yrden is invaluable against noonwraiths and nightwraiths, who remain incorporeal most of the time unless caught within an Yrden circle.

Yrden's ability to slow opponents increases with Sign Intensity.

QUEN

This Sign can be the difference between life and death. Quen's basic ability is to cover Geralt in a protective shield that absorbs a limited amount of damage. Usually, this means a single hit against most equal level foes, but that doesn't mean Quen isn't useful. If you're using Light Armor, your Stamina regeneration can be so swift that you can cast Quen multiple times in a fight, keeping you safe from damage. Investing in Quen can make it capable of sustaining several hits before breaking. This scales with Sign Intensity.



IGNI

The fiery Igni Sign allows Geralt to spread a wave of embers at his foes. It can also be used for something more subtle, such as lighting a torch or campfire. Igni is incredibly effective against foes that are weak to fire. It can light enemies on fire and do damage over time. In some cases, this effect causes the enemy to panic. Additionally, any flammable gasses in the air can be ignited to cause powerful explosions that can hurt and stun your enemies. Damage for Igni scales with Sign Intensity.

IGNI STARTS FIRES AND FIGHTS

If you use Igni to light torches or braziers, nearby enemies will notice Geralt and begin to attack. You can approach torches, candles, and brazier to interact with them in a less obvious manner, however, granting some light in the darkness.

AARD

This Sign casts a directed wave of telekinetic energy that can stagger or knock down opponents, leaving them open for attack. Aard can also blow out any existing fires, blast open poorly secured doors, or punch through cracked or damaged walls.

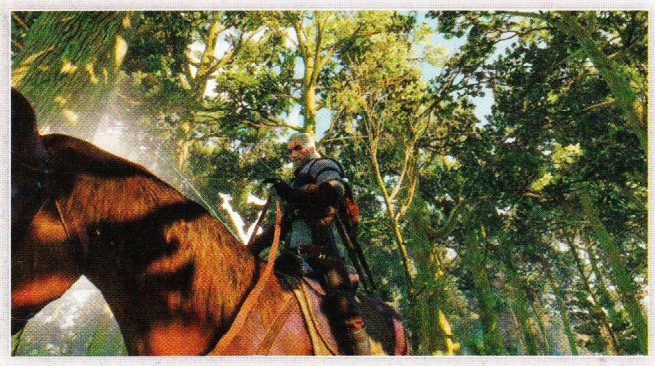
Do not underestimate how useful this skill can be. Some enemies that are knocked over can even be finished off with an immediate execution technique. Flying enemies may also be blasted out of the sky and brought down into the reach of your blades. Aard's chances to knock enemies down increase with higher Sign Intensity.

AXII

This Sign muddles the mind of an opponent, making it possible to take them out of the fight temporarily. It's most effective against humans, but can also work on certain monsters. Target an enemy that looks to be especially troublesome, then cast Axii to keep them out of the fight until you're ready to deal with them.

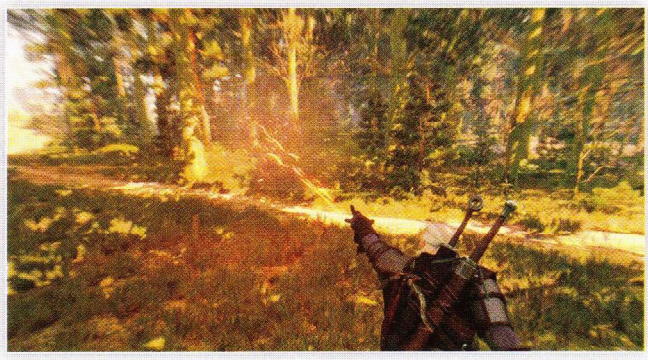
Axii can also be used in conversations with other characters in some cases, though some people are strong willed and can resist it. Avoid this by investing Ability Points in the Delusion ability (later in this chapter for more details). This opens new options and possibly resolves a matter more peacefully, if not just making the ensuing fight easier with one threat temporarily removed.

Axii can even be used to calm your mount or tame wild horses for transportation. Axii's ability to confuse enemies increases in power and duration with greater Sign Intensity.



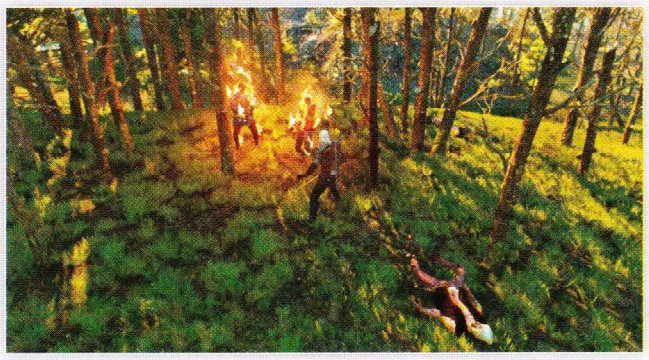
ALTERNATE SIGN MODES

Invest in the Signs Character Abilities tree to unlock alternate Sign modes that change how a Sign operates. To use these modes, you must first Activate the Ability by placing it in an Ability Slot (later in this chapter). Then, instead of just a brief press of the Sign button, hold it down to unleash the Alternate Sign. You can read about these alternate signmodes in our Character Abilities section.

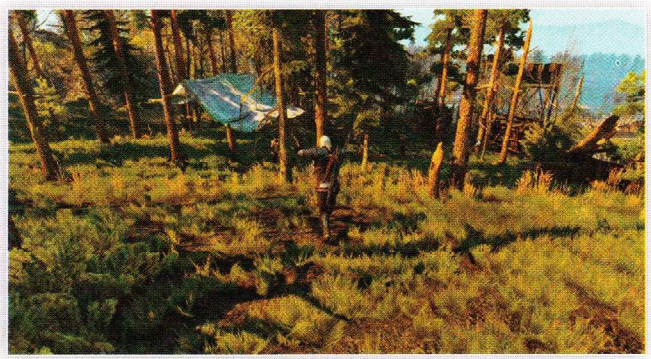


TEMPORARY EFFECTS

Geralt can cause and sustain temporary effects before and during combat. Potions provide the buffs that make him sturdier and more lethal in battle, oils can improve his swords, and Quen can shield him from harm of almost any form. Igni can set targets on fire. Aard can knock foes flat, setting them up for executions. Yrden can slow any victims within its range.



Combat may often cause unpleasant temporary debuffs on Geralt: sword strikes and the claws of monsters can cause bleeding, or inject poisons. Fires in the environment or used by enemies can cause burning damage over time. Water Hags can throw projectiles that temporarily stun Geralt. Sometimes, the environment itself is filled with noxious or flammable gasses that choke Geralt, unless he burns them away with Igni or clears the air with Aard. Extreme temperatures in the world can still hurt a witcher.

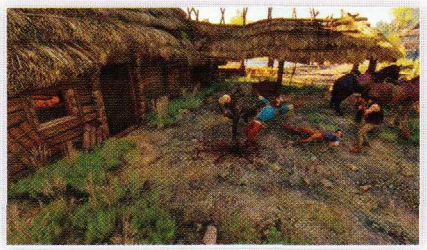


Armor and armor enhancements can help mitigate some of these temporary effects. Every piece of armor has individual defense ratings for elemental damage, poisoning, bleeding, burning, and damage from monsters. Some armor might have special effects that can further enhance Geralt's resistances to debuffs. For things that stun or knock Geralt to the ground, Quen is your chief defense.

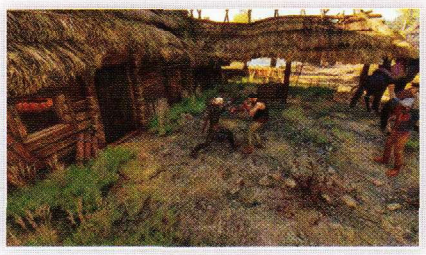
FISTFIGHTS

As you travel the land, there are numerous opportunities to challenge opponents to fistfights. These brawls are bet upon by those with the coin to do so, and represent an opportunity to make a lot of coin yourself. Sometimes, the fistfights come to Geralt: belligerent or drunken thugs who are looking for a scrap. Geralt foregoes the use of his swords and Signs to pound some sense into them. Fistfighting plays out very similarly to standard armed combat.

You have fast attacks.



You have strong attacks.



You can dodge, roll, parry, and counterattack with the same timing and controls as you would have with a sword. If you're choosing to go bare-knuckle out in the field, you can even use your Signs, bombs, crossbow, potions, or anything else you need to win.

However, if it's an official fistfighting match as part of a regional tournament, Geralt cannot use any magic or weapons. In these brawls, he climbs into the ring shirtless, relying entirely on his strength and agility to pound his foes. Fistfighting tournaments and the opponents you face are covered starting on page 314 of the walkthrough.

PLAYING AS CIRILLA

At select points in the game, the perspective switches from Geralt to Cirilla. His adopted daughter is central to the plot, and Geralt's efforts to find and safeguard her are his ultimate goals. However, Ciri is no mere damsel. She's a sword fighter, trained by Geralt and his fellow witchers at Kaer Morhen. She has seen more than her fair share of struggles in her lifetime and she has fought through them all. You gain control of Ciri to experience certain events and battles from her perspective.

Ciri is a different combatant from Geralt. She's lighter on her feet. Her aggressive, almost reckless, fighting style relies on a single sword as opposed to the witcher's two. She cannot brew potions the way Geralt can, nor can she improve her stats by leveling or with mutagens and decoctions. Despite this, she's a capable witcher in her own right, and possesses unique abilities that become more apparent during the course of the story.

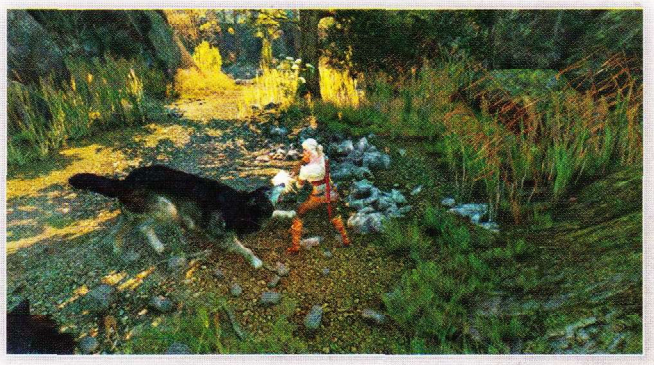
SWORDFIGHTING

Ciri is an accomplished swordswoman, despite her impetuousness. She can use Fast and Strong Attacks as Geralt would. Her combinations come out faster than Geralt's. However, unlike Geralt, she carries only one sword—but what a blade it is!

In due time, Ciri gains immense power that she uses to enhance her combat ability. Once she gains those powers, you can execute a short range charged sword strike. Ciri focuses power into her sword, then dashes at the closest target and delivers a devastating blow.

PARRYING, COUNTERATTACKING

Like Geralt, Ciri can turn aside some blows with her sword, and even counterattack if she times her defense just right.



TELEPORTATION

Ciri's ability to teleport acts as her dodge technique, dashing forward in a blur of light.

Later in the game, she can charge up her strong attacks, and then teleport straight at the closest foe, cutting them down before they even have a chance to consider a defense. This attack has short range, but little can stand up to it.

As the ability grows, she can create a magical field that expands over a vast swath of the battlefield. This allows Ciri to teleport to each enemy caught in the field to deliver brutal slashes from her sword. These immediately slay any standard opponent.

BEGINNER'S ADVICE FOR COMBAT

The following tips are intended to remind players of some basic rules on preparing for and engaging the enemy under any circumstance.

- **Pay attention to your surroundings:** The fights that go the worst are the ones that start when the enemy has surprised you. If you're on foot scouting for supplies, pay attention to your Witcher Senses, which indicate nearby sound or movement.
- **Meditate before and after a battle, if possible:** If you're lucky enough to see a battle coming, meditation is useful before it happens. On Story and Sword! or Just the Story! difficulty settings, Geralt completely heals with a single in-game hour of meditation. More importantly, you can replenish potions, bombs, or oils that you've used if you have the materials on hand. After a battle, you can mediate for another hour to undo any damage.

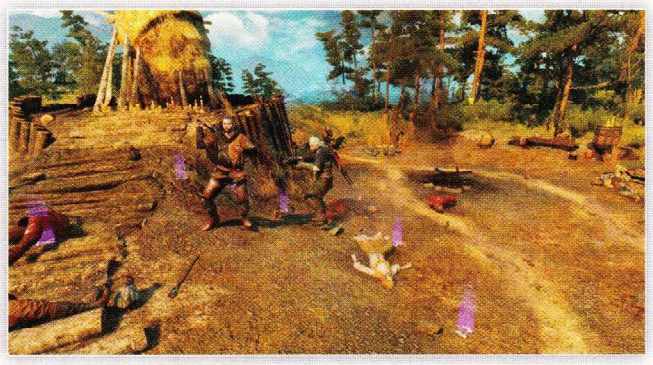
MEDITATION IS FOR THE OLD MAN

Ciri cannot meditate, and she does not have the ability to use potions or oils unless events force her to do so.

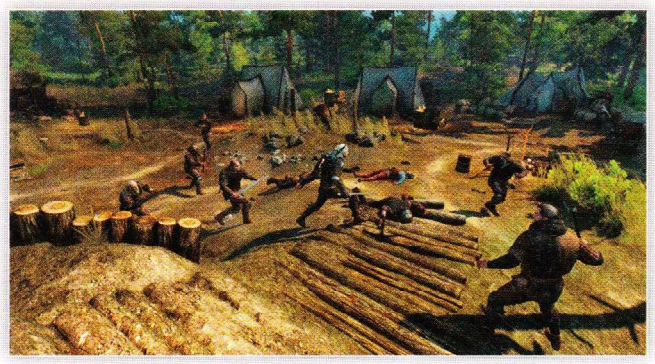
- **Drink potions, apply oils, and prepare your quick-use items:** If you know what you're going to fight before the battle begins, use the appropriate oils on your weapons; you can't do so while in combat. If you have potions that are effective against your upcoming opponents, use them. If you're ambushed and don't have time to set up for a fight, it helps to have general quick-use items prepared in your shortcut slots. That way, you at least know what you have immediately available for use even when you're blindsided.
- **Use your Mutagens:** Mutagens can be used to create decoctions that are supremely useful when taken alongside regular potions. However, you should definitely save some to enhance sets of Character Abilities you've chosen in the Character panel. Serious gains in Geralt's stats are possible, making the witcher more durable and harder hitting with both sword and Sign.

- **Use Quen:** It's usually a good idea to have Quen active before combat begins. It's too useful to be able to absorb a hit with no consequences, and if you've powered Quen up in your Character Ability trees, it can be even more effective as your last line of defense.

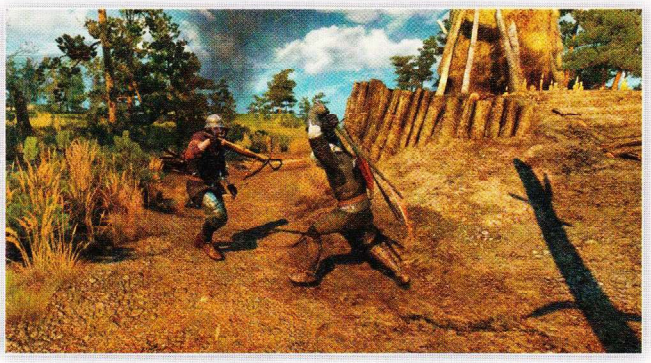
- **Open the fight on your terms:** Whether your plan is to simply charge into the crowd or snipe from afar with explosive crossbow bolt, you should always try to open battles with the initiative. Have buffs ready and oils applied, then strike first and strike hard. Once the fight is on, you have significantly less control over what your enemies do, so make those opening seconds count.



- **Strike the enemy from their flanks:** If you can, attacking an enemy from the side or back can be devastating, even against well armored foes. Once combat begins, most enemies face you. However, well-timed dodges and evasive rolls can create opportunities to cause devastating wounds to your foe.



- **Do not allow yourself to remain surrounded:** Geralt and Ciri are both quite maneuverable on their feet. Use this skill to avoid being encircled by the enemy. It's much harder to defend yourself if you're being attacked from all sides at once.



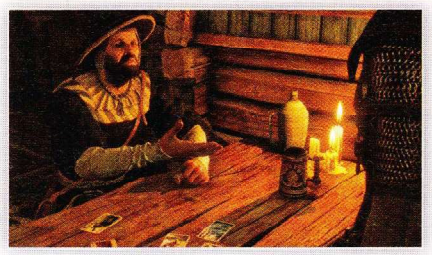
- **Destroy the ranged threats first:** When dealing with many foes at once, it's often easy to get distracted by serious threats, especially if you're being assaulted from all sides. Bow-wielding humanoids can deal heavy damage while you're occupied with melee fighters. In these instances, run down and eliminate the ranged threats as soon as possible. Against humanoids, catching bowmen before they can switch to their own swords results in certain death for them, and affords you one less problem to worry about. When it comes to monsters, however, those with ranged abilities are never the weak foes of the group. If you mean to take them out first, they will make you work for it.
- **Manage your Stamina:** You need Stamina to fight effectively with sword and Sign alike. Without Stamina, you cannot evade, dodge roll, parry, counter-attack, or cast Signs. You can use potions during combat to regenerate Stamina quicker, but the real essence of Stamina management is to make the correct moves at the appropriate time. One solution is to wear light armor, but this comes with its own set of problems.
- **Manage your Adrenaline:** Adrenaline builds up with every blow you land on the enemy, and is lost for every blow you sustain. Each Adrenaline point earned improves weapon damage by 10%, maxing out at a 30% increase. Getting wounded is something you always want to avoid when it comes to managing Adrenaline, but there are certain abilities that require spending it. Save Adrenaline for crucial moments in a fight to maintain that bonus damage for as long as possible.

- **Use Signs wisely:** Signs are one of your greatest combat advantages, but they can also get you killed just as easily. Casting a Sign takes all of Geralt's Stamina, and he cannot cast again until his Stamina is fully restored.
- **Maintain your equipment:** Don't go into battle with damaged weapons and armor. Repair at a blacksmith or armorsmith on a regular basis to maintain your gear. It also helps to use grindstones and workbenches to further improve the effectiveness of your swords and armor, if only for a short time. Yrden is also effective at slowing opponents down enough to set up flanking opportunities.

GWENT: A GAME OF CARDS

Gwent is a dwarven card game that simulates battle between two opposing armies. Your first opportunity to play it is in the small of village of White Orchard, which you visit at the beginning of the game. A scholar at the tavern is willing to teach you the ropes with a tutorial game, and this opens Geralt to the world of Gwent, as well as an extensive series of side-quests that put him up against the best players across the known world!

WHO PLAYS GWENT?



Several merchants and innkeepers are willing to play Gwent if you ask, but the game isn't limited to just them. You may stumble across professionals in a regional competition or encounter an ongoing tournament at a larger social event. There are also players that you have only one opportunity to challenge while tackling another quest.

BASIC GAME FLOW

1. Starting player is chosen via coin toss.
2. Players draw 10 randomized cards from their current deck, then choose up to two cards from those to discard and redraw, in hopes of replacing them with better cards. This is your hand for the duration of the match (Special Abilities affecting your draw not-withstanding).
3. When the match begins, players place a Unit Card on the game board in the appropriate combat rows, one card per turn unless special abilities of the card deck dictate otherwise. Additionally, Weather Cards can be put into play to further influence Unit Card Strength. Each Unit Card is worth a certain number of Strength points. These points add to your total. The ultimate goal in a round of Gwent is to have more points than your opponent.
4. Play continues until cards are exhausted or a player passes their turn and their opponent's Strength total outweighs theirs.
5. The first to win two rounds is the winner of the match.

DECK TYPES

There are four types of decks in Gwent: The Northern Realms, the Nilfgaardian Empire, the Scoia'tael, and Monsters. Each deck type has a unique Leader Card, and themed sets of Unit Cards, Weather Cards, and Special Cards. Each deck has a special ability that further differentiates it from the others.

Northern Realms – Grants an extra card after every victorious round.

Nilfgaard – Wins any round that ends in a draw.

Scoia'tael – Decides who takes the first turn of a battle.

Monsters – Keeps a random Unit Card on the battlefield after each round.

Important individuals in the world are often memorialized as a Gwent Card, which gives them value to collectors. Many games you play end not with a monetary reward, but with a unique card.

LEADER CARDS

Each of the four deck types in Gwent has a Leader Card, the commander of the forces represented by that deck. These special cards have abilities that can be invoked during a player's turn, once per match. Used correctly, a Leader Card can cause dramatic comebacks, so it's important to understand what your Leader Card can do and then use that ability accordingly. Each Leader Card has a number of variants that can be earned, found, or purchased, each with special abilities unique to it. A full listing of Leader Cards and their abilities can be found on page 456.

UNIT CARDS

Unit Cards constitute your primary means of earning points. There are three types of Unit Cards to place on combat rows: Close, Ranged, and Siege. Some of these cards possess special abilities that enhance the Strength of other cards on the board, and can allow for dramatic reversals in the middle of a match. A full list of Unit Cards can be found on page 452.

SPECIAL CARDS

Each deck type includes special cards that have a variety of effects on cards in play, giving the decks additional ways to respond to plays made by opponents. Among these are Weather Cards, which are shared across all deck types.

Weather Cards can cripple the Strength of all cards of a given type on the battlefield—both the opponent's and yours. Playing them requires some forethought, as this can wildly affect the Strength totals for both sides. There's also a special Weather Card that clears all other Weather Cards in play. This can completely negate a stratagem relying on Weather Cards.

There are three offensive types of Weather Cards and each affects a specific Unit Type: Snow that affects Close Combat cards, Fog that affects Ranged Combat cards, and Rain that hampers Siege cards. All Weather Cards should be played with care, as they can ruin your own strategy, as well as the competition's. Remember that just as you can play a weather-clearing card, so too can your opponents.

HERO CARDS

Heroes are unique to each deck. These special individuals are related to the factions represented by the four Gwent deck types. Heroes are immune to the abilities of Special Cards, which makes them very useful in situations where the rest of your card draw is being stymied in some way by Special Cards. In general, Hero Cards are far more powerful than standard Unit Cards.

NEUTRAL CARDS

There are Hero Cards that do not belong to specific decks. These special Unit Cards include Geralt of Rivia, himself; Yennefer of Vengerberg; and even Cirilla. They fill the roles of various Unit Types and can have special abilities to further improve other cards on the table.

GENERAL GWENT TIPS

- **Play Cautiously:** You draw only 10 cards from your customized deck at the start of a match. Outside of any special abilities that allow you to draw more cards from the deck, that's it! Don't blow all of your best cards too early in a match; you must win two rounds with those 10 cards!
- **Pass if you must, and pass wisely:** You can choose to pass a turn for any number of reasons. If your opponent's cards feel too overwhelming for that round, if you feel that they might be over extending their cards and playing too strong in an early round, if you're confident they cannot counter your hand, etc. Just remember that passing a turn is not automatically forfeiting a match! It is just as much a part of your strategy as playing a card at the right time. Again, remember that you have only 10 cards to work with across potentially three rounds of Gwent!
- **Weather Cards are a double-edged sword:** Weather Cards can dampen the effects of cards for both players. Knowing this, if you intend to use a Weather Card, wait until it looks like your opponent is favoring a row that your weather can affect, then try to strengthen combat rows that aren't going to suffer the weather effect.
- **Acquire new Gwent cards ASAP:** The deck you begin with might be capable of beating your earliest competition, but if you want to defeat all comers, including the special opponents holding onto the rarest cards in the world, you must form a much better deck. You can buy new cards as early as the Inn at White Orchard during the story's prologue, where you first learn how to play Gwent.
- **Integrate powerful new cards into your deck as soon as you get them:** Decks do not make themselves. You need to add the cards to your deck for them to be of any use.
- ***Minimize your deck size:*** *The more cards you have in a deck, the less chance* you have of drawing the specific ones you want. Craft your decks to be as lean as possible, ensuring a good spread of Unit, Special, Neutral, and Hero Cards to cover your bases. It's just as important to cull weaker cards or those that don't fit the strategy to which you're tailoring the deck.
- **Challenge Gwent players met during quests:** Some quests involve larger events where Geralt may encounter Gwent players while he takes on other important tasks. If you have an interest in collecting all the cards, challenge them as soon as possible. You may not get another chance, and this can cost you some rare and powerful cards! We have identified quests where Geralt encounters Gwent opponents in the Quest section of this guide.

COLLECTING GWENT CARDS

It's possible to acquire the 197 Gwent cards in many different ways.

1. You can win a random card from the list presented in the Gwent: Complete Card List Appendix, on page 452. These are won by bettering merchants, crafters, traders or innkeepers you meet on your travels, in a game of Gwent. You can only win one random card from each until the pool is depleted. Need to know where all these potential players are? Look for "Merchants and Repairs" icons in the guide's Atlas.
2. You can win unique cards by playing with different NPCs as part of Gwent-related quests, or during specific events and non-Gwent related quests. It's possible to miss out on these cards entirely, so be sure to play any important faces you encounter over the course of the game!
3. You can buy them from vendors. Check out taverns and inns all around the world. Various curio merchants in Novigrad may also offer a wide selection of cards.

CHARACTER ABILITIES

A witcher possesses a wide variety of skills needed to survive the things their profession demands of them. In *Witcher 3: Wild Hunt*, you have the chance to customize Geralt the way you want, and maximize his effectiveness based around how you want to tackle the challenges you face.

CHARACTER DEVELOPMENT

EXPERIENCE AND LEVELING

Geralt earns experience by slaying foes, completing quests, accomplishing special tasks, or by making certain conversational choices. Additionally, visiting Points of Interest on your map and resolving the tasks that await you there, can earn you additional experience. If you want to level up quickly, jump at the chance to take on any tasks presented to Geralt, regardless of their level of importance. Quests with a suggested level that is five or more levels lower than Geralt's level receive an experience reward penalty, so if you want to maximize the awards you earn from a quest, make sure you attempt it when you are close to its recommended level.

After earning enough experience, Geralt gains a level, which gives him stat increases, and one skill point that he can spend in one of the Skill Branches. The obvious benefit to gaining levels is the boost in strength and survivability, allowing Geralt to take on increasingly tougher opponents and quests. The other major benefit is that many pieces of equipment require you to be a certain level before you can use them.

LEVEL-UP, VITALITY UP

Leveling up fully restores Geralt's Vitality and Stamina, even while in combat. This can be used to your advantage if you are close to leveling and take on a group of foes that are slightly stronger than you.

DIMINISHING RETURNS

Killing monsters rewards the most experience if the enemy is five levels over Geralt's current level. The closer to, or farther below his level, the less experience that enemy is worth. If you want to reach level 70, questing provides a large chunk of the experience points needed.

The following chart shows you the experience requirements from level 1 to level 70.

Level	XP to level	Total XP	Ability Points Awarded
1	0	0	0
2	1000	1000	1
3	1000	2000	1
4	1000	3000	1
5	1000	4000	1
6	1000	5000	1
7	1000	6000	1
8	1000	7000	1
9	1000	8000	1
10	1000	9000	1
11	1500	10500	1
12	1500	12000	1
13	1500	13500	1
14	1500	15000	1
15	1500	16500	1

Level	XP to level	Total XP	Ability Points Awarded
16	1500	18000	1
17	1500	19500	1
18	1500	21000	1
19	1500	22500	1
20	1500	24000	1
21	2000	26000	1
22	2000	28000	1
23	2000	30000	1
24	2000	32000	1
25	2000	34000	1
26	2000	36000	1
27	2000	38000	1
28	2000	40000	1
29	2000	42000	1
30	2000	44000	1

Level	XP to level	Total XP	Ability Points Awarded
31	2000	46000	1
32	2000	48000	1
33	2000	50000	1
34	2000	52000	1
35	2000	54000	1
36	2000	56000	1
37	2000	58000	1
38	2000	60000	1
39	2000	62000	1
40	2000	64000	1
41	2000	66000	1
42	2000	68000	1
43	2000	70000	1
44	2000	72000	1
45	2000	74000	1
46	2000	76000	1
47	2000	78000	1
48	2000	80000	1
49	2000	82000	1
50	2000	84000	1

Level	XP to level	Total XP	Ability Points Awarded
51	2000	86000	1
52	2000	88000	1
53	2000	90000	1
54	2000	92000	1
55	2000	94000	1
56	2000	96000	1
57	2000	98000	1
58	2000	100000	1
59	2000	102000	1
60	2000	104000	1
61	2000	106000	1
62	2000	108000	1
63	2000	110000	1
64	2000	112000	1
65	2000	114000	1
66	2000	116000	1
67	2000	118000	1
68	2000	120000	1
69	2000	122000	1
70	2000	124000	1

Experience gained from fighting changes depending on the level of the foe relative to Geralt's. If the foe's level is white, you gain reduced experience, as they are significantly weaker than Geralt. Green level indicators mean the enemy is close to Geralt's level, and you gain the standard amount of experience. A red level foe is much tougher than Geralt, but defeating them provides increased experience. If their level is indicated by a skull rather than a number, you gain much more experience if you can win. However, you are more likely to earn a swift death should you try.

ABILITY POINTS

The Character Ability Menu

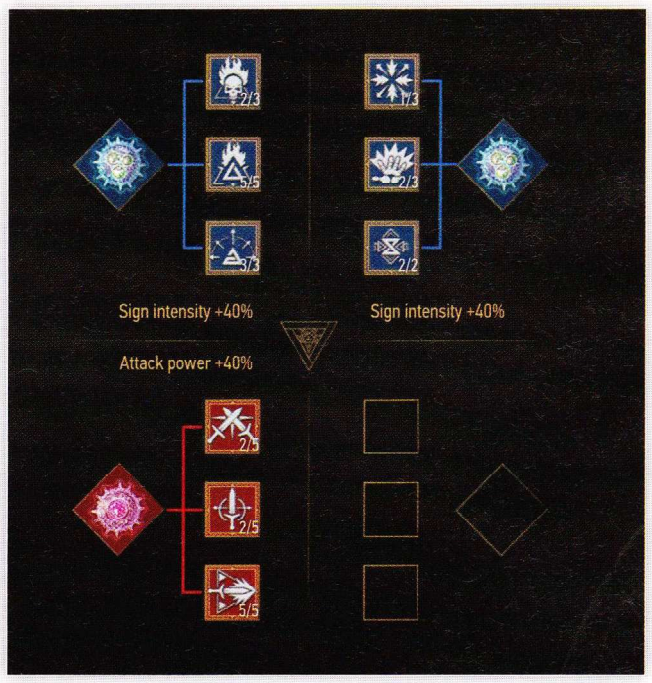
Every level Geralt earns awards one ability point, which can be invested in any Ability Branch you please. Initially only the first tier of any given Ability Branch is available, but as you invest more into each Ability Branch, you can unlock tiers of abilities deeper within each branch. You can earn 69 total ability points just by leveling.

You can earn extra skill points by drawing them from Places of Power hidden throughout the world. However, even if you find every Place of Power, and achieve maximum level, you cannot max every skill in the game. Because of the limited total number of ability points, it helps to consider in advance the sort of witcher you want to play. There are a total of 16 Places of Power in the world. Their locations are described in our Atlas, and also on page 446.

POTION OF CLEARANCE

You can purchase a Potion of Clearance that will refund all of Geralt's invested ability points.

ABILITIES, ABILITY SLOTS, AND ABILITY GROUPS



Abilities can be learned by investing ability points into them, but this is not enough. You must activate the ability by placing it in an Ability Slot on the character screen for it to have any effect. Ability Slots unlock as you level, and by Level 30 Geralt can have up to 12 abilities active. At the start of the game, there is one slot unlocked. Reaching level 2 unlocks the second slot.

Abilities are organized into four branches: Combat, Signs, Alchemy, and General. These Ability Groups are color coded red, blue, green, and yellow respectively. The color coding of the first three groups becomes more important over the course of the adventure.

MUTAGENS AND MUTAGEN SLOTS

On the Character screen, Ability Slots are organized in groups of three, and they are grouped with a Mutagen Slot. Mutagen Slots are where you can place mutagens dropped by slain monsters. There are generic, lesser mutagens, and then there are those won through defeating particularly vicious monsters that have been assigned witcher contracts. Mutagens have special properties that, when placed into Mutagen Slots, grant bonuses to Geralt.

You begin the game with no Mutagen Slots unlocked. However, by level 28, you unlock the fourth and final slot.

There are three colors of mutagen: red, blue, or green, coinciding with the Combat, Signs, and Alchemy ability groups. Red mutagens provide attack power bonuses, blue mutagens increase Signintensity, and green mutagens increase Vitality.

If you have activated abilities that match the color of the mutagen in-slot, the bonus of that mutagen is increased. You can use this in many ways depending on how you've built Geralt. For example, if you have focused on his Combat abilities, activating 12 combat abilities with four red mutagens makes his sword strikes utterly devastating.

CHARACTER ABILITY BRANCHES

The Character Ability Branches focus on different aspects of Geralt's skills as a witcher. Three of the trees are tightly focused, while the fourth, General, provides more non-specific bonuses. We have provided charts that show the full list of benefits found in each ability, for each point spent on them. Use this information to plan in advance how you want to improve Geralt!

COMBAT

The Combat Ability tree builds upon Geralt's skills in battle, with a heavy focus on how Geralt fights and defends with his swords. One of the skill trees is dedicated to improving the crossbow's effectiveness, while the last deals with the generation and use of Adrenaline Points in combat.

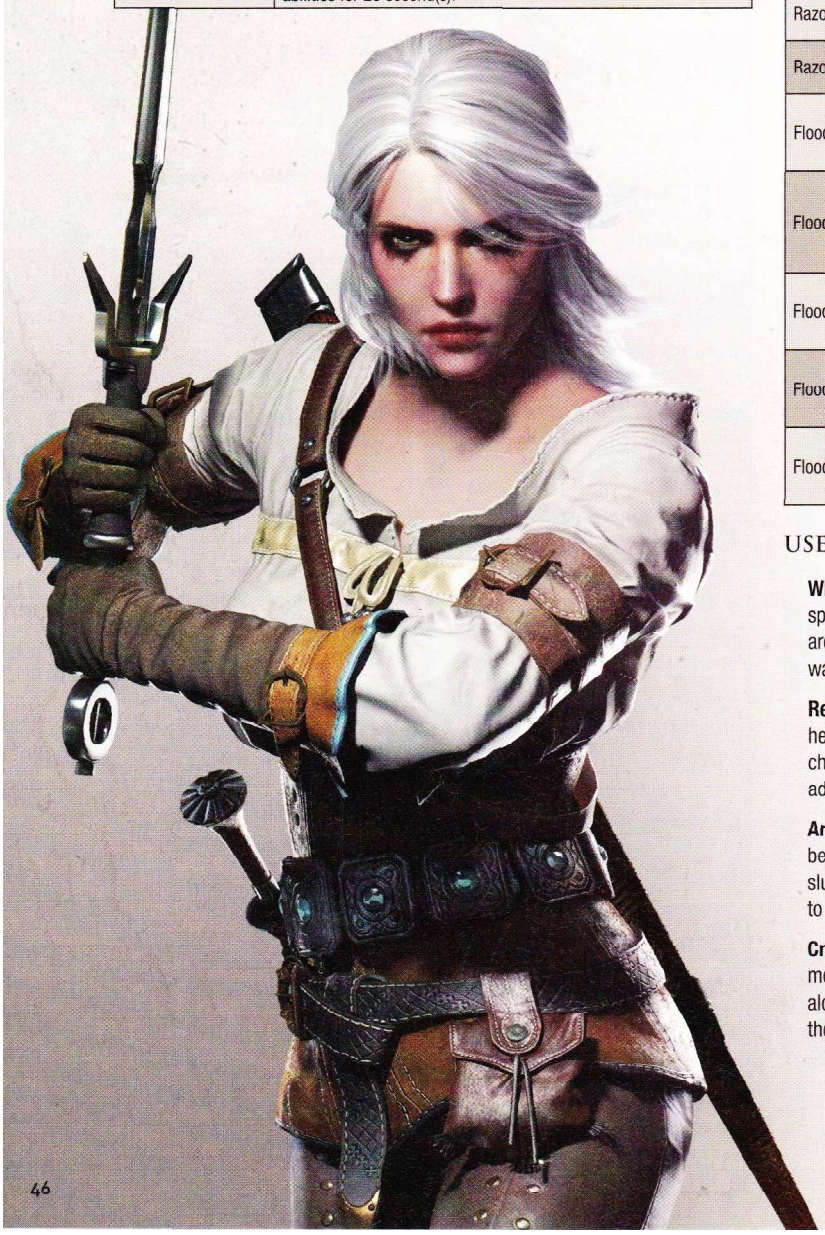
Each point spent in the Combat Branch increases Adrenaline Point gain by 1% on a given Activated Ability.

Strong Attack	Allows you to perform strong melee attacks which ignore enemy armor.
Strength Training I	Strong attack damage increased by 5%.
Strength Training II	Strong attack damage increased by 10%.
Strength Training III	Strong attack damage increased by 15%.
Strength Training IV	Strong attack damage increased by 20%.
Strength Training V	Strong attack damage increased by 25%.
Crushing Blows I	Increases strong attack critical hit chance by 2% and strong attack critical hit damage by 15%.
Crushing Blows II	Increases strong attack critical hit chance by 4% and strong attack critical hit damage by 30%.
Crushing Blows III	Increases strong attack critical hit chance by 6% and strong attack critical hit damage by 45%.
Crushing Blows IV	Increases strong attack critical hit chance by 8% and strong attack critical hit damage by 60%.
Crushing Blows V	Increases strong attack critical hit chance by 10% and strong attack critical hit damage by 75%.
Rend I	Deals additional damage in proportion to the Stamina consumed. Ignores enemy Defense and increases critical hit chance by 10%. Adrenaline Points increase total damage by 100%, per point spent of every level of this Ability.
Rend II	Deals additional damage in proportion to the Stamina consumed. Ignores enemy Defense and increases critical hit chance by 20%. Adrenaline Points increase total damage by 100%.
Rend III	Deals additional damage in proportion to the Stamina consumed. Ignores enemy Defense and increases critical hit chance by 30%. Adrenaline Points increase total damage by 100%.
Rend IV	Deals additional damage in proportion to the Stamina consumed. Ignores enemy Defense and increases critical hit chance by 40%. Adrenaline Points increase total damage by 100%.
Rend V	Deals additional damage in proportion to the Stamina consumed. Ignores enemy Defense and increases critical hit chance by 50%. Adrenaline Points increase total damage by 100%.
Sunder Armor I	Reduces enemy damage resistance by 5%.
Sunder Armor II	Reduces enemy damage resistance by 10%.
Sunder Armor III	Reduces enemy damage resistance by 15%.
Sunder Armor IV	Reduces enemy damage resistance by 20%.
Sunder Armor V	Reduces enemy damage resistance by 25%.

Fast Attack	Perform fast melee attacks with either sword.
Muscle Memory I	Fast attack damage increased by 5%.
Muscle Memory II	Fast attack damage increased by 10%.
Muscle Memory III	Fast attack damage increased by 15%.
Muscle Memory IV	Fast attack damage increased by 20%.
Muscle Memory V	Fast attack damage increased by 25%.
Precise Blows I	Increases chance of landing a fast attack critical hit by 2% and fast attack critical hit damage by 15%.
Precise Blows II	Increases chance of landing a fast attack critical hit by 4% and fast attack critical hit damage by 30%.
Precise Blows III	Increases chance of landing a fast attack critical hit by 6% and fast attack critical hit damage by 45%.
Precise Blows IV	Increases chance of landing a fast attack critical hit by 8% and fast attack critical hit damage by 60%.
Precise Blows V	Increases chance of landing a fast attack critical hit by 10% and fast attack critical hit damage by 75%.
Whirl I	Spinning attack that strikes all foes in the surrounding area. Maintaining the attack consumes Stamina and Adrenaline.
Whirl II	Spinning attack that strikes all foes in the surrounding area. Maintaining the attack consumes Stamina and Adrenaline. Consumes 20% less Stamina and Adrenaline.
Whirl III	Spinning attack that strikes all foes in the surrounding area. Maintaining the attack consumes Stamina and Adrenaline. Consumes 30% less Stamina and Adrenaline.
Whirl IV	Spinning attack that strikes all foes in the surrounding area. Maintaining the attack consumes Stamina and Adrenaline. Consumes 40% less Stamina and Adrenaline.
Whirl V	Spinning attack that strikes all foes in the surrounding area. Maintaining the attack consumes Stamina and Adrenaline. Consumes 50% less Stamina and Adrenaline.
Crippling Strikes I	Fast attacks now also apply a Bleeding effect. Affected enemies lose 25 Vitality or Essence points per second. Duration: 5 seconds.
Crippling Strikes II	Fast attacks now also apply a Bleeding effect. Affected enemies lose 50 Vitality or Essence points per second. Duration: 5 seconds.
Crippling Strikes III	Fast attacks now also apply a Bleeding effect. Affected enemies lose 75 Vitality or Essence points per second. Duration: 5 seconds.
Crippling Strikes IV	Fast attacks now also apply a Bleeding effect. Affected enemies lose 100 Vitality or Essence points per second. Duration: 5 seconds.
Crippling Strikes V	Fast attacks now also apply a Bleeding effect. Affected enemies lose 150 Vitality or Essence points per second. Duration: 5 seconds.

Defense	Wolf School defensive techniques.
Arrow Deflection I	Deflect arrows while parrying.
Arrow Deflection II	Perfectly timed parries reflect arrows back at the attacker.
Arrow Deflection III	Perfectly timed parries reflect back arrows and deal double damage.
Fleet Footed I	Damage from hits received while dodging is reduced by 20%.
Fleet Footed II	Damage from hits received while dodging is reduced by 40%.
Fleet Footed III	Damage from hits received while dodging is reduced by 60%.
Fleet Footed IV	Damage from hits received while dodging is reduced by 80%.
Fleet Footed V	Damage from hits received while dodging is reduced by 100%.
Counterattack I	After a successful counterattack, the next attack deals +30% damage per skill level.
Counterattack II	After a successful counterattack, the next attack deals +30% damage per skill level with a chance for knockdown based on the number of Adrenaline Points.
Counterattack III	After a successful counterattack, the next attack deals +30% damage per skill level and is a critical hit with a chance for knockdown based on the number of Adrenaline Points.
Deadly Precision I	Each Adrenaline Point adds 1% to the chance of killing an opponent instantly.
Deadly Precision II	Each Adrenaline Point adds 2% to the chance of killing an opponent instantly.

Marksmanship	Allows you to wield a light hand-held crossbow.
Lightning Reflexes I	Time slowed by an additional 15% while aiming the crossbow.
Lightning Reflexes II	Time slowed by an additional 30% while aiming the crossbow.
Lightning Reflexes III	Time slowed by an additional 45% while aiming the crossbow.
Cold Blood I	Each bolt that hits its target adds 0,04 Adrenaline Points.
Cold Blood II	Each bolt that hits its target adds 0,08 Adrenaline Points.
Cold Blood III	Each bolt that hits its target adds 0,12 Adrenaline Points.
Cold Blood IV	Each bolt that hits its target adds 0,16 Adrenaline Points.
Cold Blood V	Each bolt that hits its target adds 0,2 Adrenaline Points.
Anatomical Knowledge I	Increases crossbow critical hit chance by 5%.
Anatomical Knowledge II	Increases crossbow critical hit chance by 10%.
Anatomical Knowledge III	Increases crossbow critical hit chance by 15%.
Anatomical Knowledge IV	Increases crossbow critical hit chance by 20%.
Anatomical Knowledge V	Increases crossbow critical hit chance by 25%.
Crippling Shot I	Critical hits dealt with the crossbow disable monster special abilities for 5 second(s).
Crippling Shot II	Critical hits dealt with the crossbow disable monster special abilities for 10 second(s).
Crippling Shot III	Critical hits dealt with the crossbow disable monster special abilities for 15 second(s).
Crippling Shot IV	Critical hits dealt with the crossbow disable monster special abilities for 20 second(s).
Crippling Shot V	Critical hits dealt with the crossbow disable monster special abilities for 25 second(s).



Battle Trance	Blows landed during combat generate Adrenaline Points. Each Adrenaline Point increases weapon damage by 10%.
Resolve I	Adrenaline Point loss upon taking damage is lowered by 20%.
Resolve II	Adrenaline Point loss upon taking damage is lowered by 40%.
Resolve III	Adrenaline Point loss upon taking damage is lowered by 60%.
Resolve IV	Adrenaline Point loss upon taking damage is lowered by 80%.
Resolve V	Adrenaline Point loss upon taking damage is lowered by 100%.
Undying I	When Vitality reaches 0, Adrenaline Points (if available) will be consumed to restore Vitality. The amount restored is based on the number of Adrenaline Points used.
Undying II	When Vitality reaches 0, Adrenaline Points (if available) will be consumed to restore Vitality. The amount restored is based on the number of Adrenaline Points used, plus an additional 25%.
Undying III	When Vitality reaches 0, Adrenaline Points (if available) will be consumed to restore Vitality. The amount restored is based on the number of Adrenaline Points used, plus an additional 50%.
Undying IV	When Vitality reaches 0, Adrenaline Points (if available) will be consumed to restore Vitality. The amount restored is based on the number of Adrenaline Points used, plus an additional 75%.
Undying V	When Vitality reaches 0, Adrenaline Points (if available) will be consumed to restore Vitality. The amount restored is based on the number of Adrenaline Points used, plus an additional 100%.
Razor Focus I	Instantly gain one Adrenaline Point when entering combat. The Adrenaline Points generated by sword blows are increased by 5%.
Razor Focus II	Instantly gain one Adrenaline Point when entering combat. The Adrenaline Points generated by sword blows are increased by 10%.
Razor Focus III	Instantly gain one Adrenaline Point when entering combat. The Adrenaline Points generated by sword blows are increased by 15%.
Razor Focus IV	Instantly gain one Adrenaline Point when entering combat. The Adrenaline Points generated by sword blows are increased by 20%.
Razor Focus V	Instantly gain one Adrenaline Point when entering combat. The Adrenaline Points generated by sword blows are increased by 25%.
Flood of Anger I	When casting a Sign, 3 Adrenaline Points (if available) will be consumed to upgrade the Sign to the highest level (unlocking all bonuses) and increase Sign intensity by 25%.
Flood of Anger II	When casting a Sign, 3 Adrenaline Points (if available) will be consumed to upgrade the Sign to the highest level (unlocking all bonuses) and increase Sign intensity by 50%.
Flood of Anger III	When casting a Sign, 3 Adrenaline Points (if available) will be consumed to upgrade the Sign to the highest level (unlocking all bonuses) and increase Sign intensity by 75%.
Flood of Anger IV	When casting a Sign, 3 Adrenaline Points (if available) will be consumed to upgrade the Sign to the highest level (unlocking all bonuses) and increase Sign intensity by 100%.
Flood of Anger V	When casting a Sign, 3 Adrenaline Points (if available) will be consumed to upgrade the Sign to the highest level (unlocking all bonuses) and increase Sign intensity by 125%.

USEFUL COMBAT ABILITIES

Whirl: Located in the third tier of fast attack abilities, Whirl allows Geralt to spend Adrenaline and Stamina to go into a spinning frenzy that hits all targets around him. For players who are aggressive and sometimes need an additional way out of bad situations, this can be a worthy talent to spend points on.

Rend: This third tier strong attack ability is another good place for combat-heavy builds to spend points in. The ability to ignore defense with a charged-up strong attack works really well for players who know how to take advantage of openings the enemy provides.

Arrow Deflection: *While situational, this first tier Defense ability can prove to* be a life-saver, particularly against large groups of human bandits. Arrows are slung at Geralt often enough throughout the adventure that it helps to be able to negate the damage they cause.

Crippling Shot: The final ability in the Marksmanship branch can disable a monster's special abilities for five seconds with just one point spent on it. That alone can save Geralt from some otherwise very dangerous attacks, such as the Hypnosis from a Fiend's third eye.

Razor Focus: The third Battle Trance ability grants you one Adrenaline Point the moment Geralt enters combat, and increases the amount of Adrenaline generated by sword blows. There are many abilities that work from Adrenaline Points, so having a free point at the start of any fight really synergizes well with other combat abilities.

SIGNS

Geralt begins with five magic signs, all of which have important uses in and out of combat. The Signs Ability tree dedicates one upgrade path for each sign, and within each path there are alternate Signmodes that change how a Signis used.

Each point spent in the Signs tree increases the speed of Stamina regeneration in combat by 1% on a given Activated Ability.

Aard Sign	A directed blast of telekinetic energy that staggers opponents, leaving them open for a subsequent attack.
Far-Reaching Aard I	Increases Aard's range by 1 yard(s).
Far-Reaching Aard II	Increases Aard's range by 2 yard(s).
Far-Reaching Aard III	Increases Aard's range by 3 yard(s).
Aard Sweep I	Alternate Sign Mode: Aard strikes all opponents in a certain radius. Knock-down chance is 21% lower.
Aard Sweep II	Alternate Sign Mode: Aard strikes all opponents in a certain radius. Knock-down chance is 17% lower.
Aard Sweep III	Alternate Sign Mode: Aard strikes all opponents in a certain radius.
Aard Intensity I	Increases Aard Sign intensity by 5%
Aard Intensity II	Increases Aard Sign intensity by 10%
Aard Intensity III	Increases Aard Sign intensity by 15%
Aard Intensity IV	Increases Aard Sign intensity by 20%
Aard Intensity V	Increases Aard Sign intensity by 25%
Shock Wave I	Aard now deals 40 damage.
Shock Wave II	Increases the damage dealt by Aard to 80.
Shock Wave III	Increases the damage dealt by Aard to 120.
Shock Wave IV	Increases the damage dealt by Aard to 160.
Shock Wave V	Increases the damage dealt by Aard to 200,.

Igni Sign	A directed fiery blast that damages enemies. Damage scales with Sign intensity. Current damage: 100
Melt Armor I	Damage dealt by Igni also permanently weakens enemy Armor. Effect scales with Sign intensity up to maximum of 15%.
Melt Armor II	Damage dealt by Igni also permanently weakens enemy Armor. Effect scales with Sign intensity up to maximum of 30%.
Melt Armor III	Damage dealt by Igni also permanently weakens enemy Armor. Effect scales with Sign intensity up to maximum of 45%.
Melt Armor IV	Damage dealt by Igni also permanently weakens enemy Armor. Effect scales with Sign intensity up to maximum of 60%.
Melt Armor V	Damage dealt by Igni also permanently weakens enemy Armor. Effect scales with Sign intensity up to maximum of 75%.
Firestream I	Alternate Sign Mode: Emits a continuous stream of fire that damages enemies.
Firestream II	Alternate Sign Mode: Emits a continuous stream of fire that damages enemies. Stamina cost is reduced by 25%.
Firestream III	Alternate Sign Mode: Emits a continuous stream of fire that damages enemies. Stamina cost is reduced by 50%.
Igni Intensity I	Increases Igni Sign intensity by 5%.
Igni Intensity II	Increases Igni Sign intensity by 15%.
Igni Intensity III	Increases Igni Sign intensity by 15%.

Igni Sign	A directed fiery blast that damages enemies. Damage scales with Sign intensity. Current damage: 100
Igni Intensity IV	Increases Igni Sign intensity by 20%.
Igni Intensity V	Increases Igni Sign intensity by 25%.
Pyromaniac I	Increases the chance to apply Burning by 20%.
Pyromaniac II	Increases the chance to apply Burning by 40%.
Pyromaniac III	Increases the chance to apply Burning by 60%.
Pyromaniac IV	Increases the chance to apply Burning by 80%.
Pyromaniac V	Increases the chance to apply Burning by 100%.

Yrden Sign	Magic trap that slows enemies who enter its area of effect.
Sustained Glyphs I	Increases Sign duration by 5 seconds. Number of alternative mode charges: 2. Number of standard mode traps: 1.
Sustained Glyphs II	Increases Sign duration by 10 seconds. Number of alternative mode charges: 4. Number of standard mode traps: 2.
Magic Trap I	Alternate Sign Mode: Damages and slows all enemies within a 10 yard radius. Destroys projectiles passing through this area. Stamina regeneration in combat: +0.5%
Magic Trap II	Alternate Sign Mode: Damages and slows all enemies within a 12 yard radius. Destroys projectiles passing through this area. Damage increased by 25%.
Magic Trap III	Alternate Sign Mode: Damages and slows all enemies within a 14 yard radius. Destroys projectiles passing through this area. Damage increased by 50%.
Yrden Intensity I	Increases Yrden Sign intensity by 5%.
Yrden Intensity II	Increases Yrden Sign intensity by 10%.
Yrden Intensity III	Increases Yrden Sign intensity by 15%.
Yrden Intensity IV	Increases Yrden Sign intensity by 20%.
Yrden Intensity V	Increases Yrden Sign intensity by 25%.
Supercharged Glyphs I	Enemies under the influence of Yrden lose 10 point(s) of Vitality or essence per second.
Supercharged Glyphs II	Enemies under the influence of Yrden lose 20 point(s) of Vitality or essence per second.
Supercharged Glyphs III	Enemies under the influence of Yrden lose 30 point(s) of Vitality or essence per second.
Supercharged Glyphs IV	Enemies under the influence of Yrden lose 40 point(s) of Vitality or essence per second.
Supercharged Glyphs V	Enemies under the influence of Yrden lose 50 point(s) of Vitality or essence per second.

Quen Sign	Protective shield that lasts until it has absorbed damage totaling 6% of maximum Vitality.
Exploding Shield I	Quen shield pushes opponents back when it breaks.
Exploding Shield II	Quen shield pushes opponents back and deals damage when it breaks.
Exploding Shield III	Quen shield pushes opponents back and deals damage when it breaks, with a chance for knock-down.
Active Shield I	Alternate Sign Mode: Creates an active shield. Maintaining it and blocking attacks drains Stamina. Damage absorbed by the shield restores player Vitality.
Active Shield II	Alternate Sign Mode: Maintaining an active shield now drains 50% less Stamina. Stamina drain for blocked attacks unchanged. Damage absorbed by the shield restores player Vitality.
Active Shield III	Alternate Sign Mode: Maintaining an active shield no longer drains Stamina. Stamina drain for blocked attacks unchanged. Damage absorbed by the shield restores player Vitality.
Quen Intensity I	Increases Quen Sign intensity by 5%.
Quen Intensity II	Increases Quen Sign intensity by 10%.
Quen Intensity III	Increases Quen Sign intensity by 15%.
Quen Intensity IV	Increases Quen Sign intensity by 20%.
Quen Intensity V	Increases Quen Sign intensity by 25%.
Quen Discharge I	Reflects 5% of absorbed damage back to the attacker.
Quen Discharge II	Reflects 10% of absorbed damage back to the attacker.
Quen Discharge III	Reflects 15% of absorbed damage back to the attacker.
Quen Discharge IV	Reflects 20% of absorbed damage back to the attacker.
Quen Discharge V	Reflects 25% of absorbed damage back to the attacker.

Axii Sign	Charms an opponent's mind, temporarily eliminating him from combat. Effect Duration: 5 seconds.
Delusion I	Target does not move towards Geralt while he is casting Axii. Also increases the effectiveness of Axii in dialogues.
Delusion II	Target does not move towards Geralt while he is casting Axii. Increases the effectiveness of Axii in dialogues. Reduces Axii casting time.
Delusion III	Target does not move towards Geralt while he is casting Axii. Increases the effectiveness of Axii in dialogues. Reduces Axii casting time. Failed Axii attempts stagger the target.
Puppet I	Alternate Sign Mode: Targeted enemy briefly becomes an ally and deals 20% more damage.
Puppet II	Alternate Sign Mode: Targeted enemy briefly becomes an ally and deals 40% more damage.
Puppet III	Alternate Sign Mode: Targeted enemy briefly becomes an ally and deals 60 more damage.
Axii Intensity I	Increases Axii Sign intensity by 5%.
Axii Intensity II	Increases Axii Sign intensity by 10%.
Axii Intensity III	Increases Axii Sign intensity by 15%.
Axii Intensity IV	Increases Axii Sign intensity by 20%.
Axii Intensity V	Increases Axii Sign intensity by 25%.
Domination I	Two opponents can be influenced by Axii at the same time. The effect is 50% weaker.
Domination II	Two opponents can be influenced by Axii at the same time. The effect is 25% weaker.
Domination III	Two opponents can be influenced by Axii at the same time.

USEFUL SIGN ABILITIES

Delusion: The first Axii ability is one that can find use throughout the game for players seeking alternative solutions to problems. Three points spent here guarantees that any dialogue choices that can be influenced by Axii always go in Geralt's favor.

Aard Sweep: This alternate Signmode, when fully upgraded, can be an excellent ability that synergizes well with heavy Combat builds. Enemies all around Geralt can be pushed back or even knocked over.

Melt Armor: This improvement to Igni permanently weakens enemy armor, an incredibly useful debuff to have on hand that works very well for aggressive players. Fully upgrading this ability can reduce the enemy's armor effectiveness by 75%, a good way to improve Geralt's damage-dealing capacity in any fight.

Magic Trap: A useful alternate mode to the already useful Yrden sign, not only are enemies slowed by the Yrden trap, they take damage and any projectiles passing through the Yrden field are destroyed. A good way to defend yourself against ranged attackers.

Exploding Shield: This early tier ability for Quen allows aggressive players to be a little more reckless with Quen active. When the shield breaks, anyone in the vicinity is knocked back. You can use this to great effect against lightweight opponents, and the effect increases the more points you spend on it.

Active Shield: This alternate Sign mode allows Geralt to maintain a protective shield that stops all damage for as long as he has the Stamina to maintain it. If you eat food, then begin channeling Active Shield, Geralt can regenerate his health in relative safety amongst his enemies.

ALCHEMY

Alchemy is the source of a witcher's fearsom power. As training begins, witcher candidates are mutated with lesser mutagens that enhance speed, endurance, strength, and grant the tremendous regenerative abilities required to imbibe the toxic decoctions they will consume. This ancient knowledge is also used to brew potions, create bombs that can be thrown at targets with a large area of effect, and prepare sword oils that augment damage to specific breeds of monster.

Each point spent in the Alchemy tree increases the duration of potion effects by 5% on a given Activated Ability.

Brewing	Enables the brewing and drinking of witcher potions.
Heightened Tolerance I	Increases potion overdose threshold by 1%.
Heightened Tolerance II	Increases potion overdose threshold by 2%.
Heightened Tolerance III	Increases potion overdose threshold by 3%.
Heightened Tolerance IV	Increases potion overdose threshold by 4%.
Heightened Tolerance V	Increases potion overdose threshold by 5%.
Refreshment I	Each potion dose imbibed heals 5% of maximum Vitality.
Refreshment III	Each potion dose imbibed heals 10% of maximum Vitality.
Refreshment III	Each potion dose imbibed heals 15% of maximum Vitality.
Refreshment IV	Each potion dose imbibed heals 20% of maximum Vitality.
Refreshment V	Each potion dose imbibed heals 25% of maximum Vitality.
Delayed Recovery I	Potion effects don't wear off until potion toxicity falls to 90% of the maximum level.
Delayed Recovery II	Potion effects don't wear off until potion toxicity falls to 80% of the maximum level.
Delayed Recovery III	Potion effects don't wear off until potion toxicity falls to 70% of the maximum level.
Side Effects I	Imbibing a potion gives a 20% chance of activating the effects of another randomly-selected potion, without additional toxicity cost.
Side Effects II	Imbibing a potion gives a 40% chance of activating the effects of another randomly-selected potion, without additional toxicity cost.
Side Effects III	Imbibing a potion gives a 60% chance of activating the effects of another randomly-selected potion, without additional toxicity cost.
Side Effects IV	Imbibing a potion gives a 80% chance of activating the effects of another randomly-selected potion, without additional toxicity cost.
Side Effects V	Imbibing a potion gives a 100% chance of activating the effects of another randomly-selected potion, without additional toxicity cost.

Oil Preparation	Enables the creation of oils that can be applied to swords.
Poisoned Blades I	Oil applied to blades gives a 3% chance of poisoning the target on each hit. The chance is greater the higher the level of oil used. Poisoned Blades of any level will only poison a target if the Oil used matches the enemy type.
Poisoned Blades II	Oil applied to blades gives a 6% chance of poisoning the target on each hit. The chance is greater the higher the level of oil used.
Poisoned Blades III	Oil applied to blades gives a 9% chance of poisoning the target on each hit. The chance is greater the higher the level of oil used.
Poisoned Blades IV	Oil applied to blades gives a 12% chance of poisoning the target on each hit. The chance is greater the higher the level of oil used.
Poisoned Blades V	Oil applied to blades gives a 15% chance of poisoning the target on each hit. The chance is greater the higher the level of oil used. Potion duration time: +25%
Protective Coating I	Adds 5% protection against attacks from the monster type the oil targets.
Protective Coating II	Adds 10% protection against attacks from the monster type the oil targets.
Protective Coating III	Adds 15% protection against attacks from the monster type the oil targets.
Protective Coating IV	Adds 20% protection against attacks from the monster type the oil targets.
Protective Coating V	Adds 25% protection against attacks from the monster type the oil targets.
Fixative I	Blade oils now have 33% more charges.
Fixative II	Blade oils now have 67% more charges.
Fixative III	Blade oils do not wear off.
Hunter Instinct I	When Adrenaline Points are at their maximum, critical hit damage against the targeted enemy type is increased by 20%.
Hunter Instinct II	When Adrenaline Points are at their maximum, critical hit damage against the targeted enemy type is increased by 40%.
Hunter Instinct III	When Adrenaline Points are at their maximum, critical hit damage against the targeted enemy type is increased by 60%.
Hunter Instinct IV	When Adrenaline Points are at their maximum, critical hit damage against the targeted enemy type is increased by 80%.
Hunter Instinct V	When Adrenaline Points are at their maximum, critical hit damage against the targeted enemy type is increased by 100%.

Bomb Creation	Enables the creation of handheld bombs that can be thrown at enemies.
Steady Aim I	Time is slowed a further 15% while aiming bombs.
Steady Aim II	Time is slowed a further 30% while aiming bombs.
Steady Aim III	Time is slowed a further 45% while aiming bombs.
Pyrotechnics I	Bombs that usually do not inflict damage now deal 30 damage in addition to their normal effects.
Pyrotechnics II	Bombs that usually do not inflict damage now deal 60 damage in addition to their normal effects.
Pyrotechnics III	Bombs that usually do not inflict damage now deal 90 damage in addition to their normal effects.
Pyrotechnics IV	Bombs that usually do not inflict damage now deal 120 damage in addition to their normal effects.
Pyrotechnics V	"Bombs that usually do not inflict damage now deal 150 damage in addition to their normal effects.
Efficiency I	Increases the maximum number of bombs in each slot by 1.
Efficiency II	Increases the maximum number of bombs in each slot by 2.
Efficiency III	Increases the maximum number of bombs in each slot by 3.
Efficiency IV	Increases the maximum number of bombs in each slot by 4.
Efficiency V	Increases the maximum number of bombs in each slot by 5.
Cluster Bombs I	Upon detonation bombs separate into explosive fragments. Number of fragments: 2
Cluster Bombs II	Upon detonation bombs separate into explosive fragments. Number of fragments: 3
Cluster Bombs III	Upon detonation bombs separate into explosive fragments. Number of fragments: 4
Cluster Bombs IV	Upon detonation bombs separate into explosive fragments. Number of fragments: 5
Cluster Bombs V	Upon detonation bombs separate into explosive fragments. Number of fragments: 6

Mutation	Enables the extraction of mutagens from the corpses of powerful monsters. Witchers use these to grant their bodies new abilities.
Acquired Tolerance I	Every known level 1 formulae increases maximum toxicity by 1.
Acquired Tolerance II	Every known level 1 or 2 formulae increases maximum toxicity by 1.
Acquired Tolerance III	Every known level 1, 2 or 3 formulae increases maximum toxicity by 1.
Tissue Transmutation I	When consumed, mutagen decoction increases maximum Vitality by 200 for decoction's effective duration.
Tissue Transmutation II	When consumed, mutagen decoction increases maximum Vitality by 400 for decoction's effective duration.
Tissue Transmutation III	When consumed, mutagen decoction increases maximum Vitality by 600 for decoction's effective duration.
Tissue Transmutation IV	When consumed, mutagen decoction increases maximum Vitality by 800 for decoction's effective duration.
Tissue Transmutation V	When consumed, mutagen decoction increases maximum Vitality by 1000 for decoction's effective duration.
Synergy I	Increases bonus for mutagen placed in mutagen slot by 10%.
Synergy II	Increases bonus for mutagen placed in mutagen slot by 20%.
Synergy III	Increases bonus for mutagen placed in mutagen slot by 30%.
Synergy IV	Increases bonus for mutagen placed in mutagen slot by 40%.
Synergy V	Increases bonus for mutagen placed in mutagen slot by 50%.
Adaptation I	Extends effective duration of all mutagen decoctions by 10%.
Adaptation II	Extends effective duration of all mutagen decoctions by 20%. Potion duration time: +10%
Adaptation III	Extends effective duration of all mutagen decoctions by 30%.
Adaptation IV	Extends effective duration of all mutagen decoctions by 40%.
Adaptation V	Extends effective duration of all mutagen decoctions by 50%.

Trial of the Grasses	Mutation that lets witchers withstand the toxicity of potions that would kill normal people.
Frenzy I	If potion toxicity is above 0, time automatically slows when an enemy is about to perform a counterattack.
Frenzy II	If potion toxicity is above 0, time automatically slows when an enemy is about to perform a counterattack. The slowing effect and duration are greater than for level 1 of this ability.
Frenzy III	If potion toxicity is above 0, time automatically slows when an enemy is about to perform a counterattack. The slowing effect and duration are greater than for level 2 of this ability.
Endure Pain I	Increases maximum Vitality by 10% when toxicity exceeds the safe threshold.
Endure Pain II	Increases maximum Vitality by 20% when toxicity exceeds the safe threshold.
Endure Pain III	Increases maximum Vitality by 30% when toxicity exceeds the safe threshold.
Endure Pain IV	Increases maximum Vitality by 40% when toxicity exceeds the safe threshold.
Endure Pain V	Increases maximum Vitality by 50% when toxicity exceeds the safe threshold.
Fast Metabolism I	Toxicity drops 1 point(s) per second faster.
Fast Metabolism II	Toxicity drops 2 point(s) per second faster.
Fast Metabolism III	Toxicity drops 3 point(s) per second faster.
Fast Metabolism IV	Toxicity drops 4 point(s) per second faster.
Fast Metabolism V	Toxicity drops 5 point(s) per second faster.
Killing Spree I	If potion toxicity is above 0, each opponent killed increases the chance for a critical hit by an additional 10%.
Killing Spree II	If potion toxicity is above 0, each opponent killed increases the chance for a critical hit by an additional 20%.
Killing Spree III	If potion toxicity is above 0, each opponent killed increases the chance for a critical hit by an additional 30%.
Killing Spree IV	If potion toxicity is above 0, each opponent killed increases the chance for a critical hit by an additional 40%.
Killing Spree V	If potion toxicity is above 0, each opponent killed increases the chance for a critical hit by an additional 50%.

USEFUL ALCHEMY ABILITIES

Delayed Recovery: For players investing heavily into alchemy, this ability is fantastic for getting the most use out of your potions. For long fights, if you're willing to manage your toxicity with careful imbibing of potions, you can ensure that you have multiple potion effects going for significantly longer than usual.

Poisoned Blades: Poisoned Blades makes your Oils more valuable against the right targets. As long as you are using the correct Oil on a given enemy, there's a chance that you might poison your foe. This is especially useful against monsters that are the target of a witcher contract or regenerate health.

Steady Aim: If you try aiming bombs in the middle of a fight, you may find yourself overwhelmed, especially against fast and aggressive enemy types. Steady Aim lets you take a little more time to nail that perfect throw, and score maximum effect for every bomb you use.

Synergy: This mutation ability gives your mutagens a potentially massive boost in effectiveness. If you've speced Geralt evenly between alchemy and combat just to reach synergy, and max the ability out, Geralt can be a total monster in melee combat with the right mutagens.

Frenzy: An amazingly useful skill for potion-chugging Geralts, the ability to read when an enemy is about to counterattack, and have time to properly react to it, can be game-changing. So long as you have potions to use, you can get something positive out of the Toxicity they build.

GENERAL

The General Abilities tree does not focus on any given aspect of a witcher's skills. However, the abilities found here can influence your overall build.

Sun and Stars	During the day, Vitality regenerates by an additional 10 points per second when not in combat. At night, Stamina regenerates by an additional 1 points per second during combat.
Survival Instinct	Increases maximum Vitality by 500.
Cat School Techniques	Each piece of light armor increases critical hit damage by 25% and fast attack damage by 5%.
Griffin School Techniques	Each piece of medium armor increases Sign intensity by 5% and Stamina regeneration by 5%.
Bear School Techniques	Each piece of heavy armor increases maximum Vitality by 5% and strong attack damage by 5%.
Steady Shot	Crossbow bolts deal 25% more damage.
Rage Management	If your current Stamina level is too low, Signs can be cast using Adrenaline Points.
Adrenaline Burst	Increases Adrenaline generation by 5%. Using Signs now generates Adrenaline Points.
Focus	Adrenaline Points increase both weapon damage and Sign intensity.
Metabolic Control	Increases maximum toxicity by 30 points.

USEFUL GENERAL ABILITIES

Sun and Stars: Incredibly useful all around, especially during Blood and Broken Bones! and Death March Mode playthroughs. The additional boosts to health and Stamina regeneration can be the difference between success and failure.

Focus: Adrenaline, under ideal circumstances, only ever get used up when you make use of an ability that requires it. Focus allows Adrenaline that isn't being used to increase your weapon damage and Sign Intensity.

Metabolic Control: For witchers who drink their own brews heavily and often, the extra 30 points of maximum Toxicity can mean the difference between using a White Raffard's Decoction in a heated battle, or not.

MUTAGENS

This chart lists all available mutagens that can be used in conjunction with Activated Abilities to provide stat bonuses for Geralt, as well as what creatures may possess them.

MUTAGEN NAME	BONUS	PRICE	WEIGHT
Lesser red mutagen	Attack power +5%	20	0.1
Lesser green mutagen	Vitality +50	20	0.1
Lesser blue mutagen	Sign Intensity +5%	20	0.1
Katakan mutagen	Attack power +10%	20	0.1
Arachas mutagen	Vitality +150	20	0.1
Cockatrice mutagen	Sign Intensity +10%	20	0.1
Archgriffin mutagen	Attack power +10%	20	0.1
Griffin mutagen	Vitality +150	20	0.1
Water hag mutagen	Attack power +10%	20	0.1
Nightwraith mutagen	Vitality +150	20	0.1
Ekimmara mutagen	Vitality +150	20	0.1
Chort mutagen	Sign Intensity +10%	20	0.1
Foglet mutagen	Sign Intensity +10%	20	0.1
Wyvern mutagen	Attack power +10%	20	0.1
Doppler mutagen	Attack power +10%	20	0.1
Troll claw	Vitality +150	20	0.1
Noonwraith mutagen	Vitality +150	20	0.1
Succubus mutagen	Attack power +10%	20	0.1
Greater foglet mutagen	Sign Intensity +10%	20	0.1
Fiend mutagen	Vitality +150	20	0.1
Forktail mutagen	Sign Intensity +10%	20	0.1
Grave hag mutagen	Vitality +150	20	0.1
Wraith mutagen	Vitality +150	20	0.1
Earth elemental mutagen	Sign Intensity +10%	20	0.1
Ekhidna mutagen	Sign Intensity +10%	20	0.1
Ancient leshen mutagen	Sign Intensity +10%	20	0.1

MUTAGEN NAME	BONUS	PRICE	WEIGHT
Basilisk mutagen	Sign Intensity +10%	20	0.1
Werewolf mutagen	Attack power +10%	20	0.1
Nekker warrior mutagen	Attack power +10%	20	0.1
Leshen mutagen	Sign Intensity +10%	20	0.1

WITCHER ARCHETYPES

With so many ways to customize Geralt, one of the greatest challenges of *Witcher 3: Wild Hunt* is simply deciding how to set him up to be truly effective. CD Projekt Red have provided Witcher Archetypes that can help you understand a little bit about the importance of synergy between Abilities and even the armor weight class you use.

ADRENALINE RUSH

This archetype focuses heavily on survivability and Adrenaline generation, with the suggested best armor and weapons for it being the Bear School Witcher armor and swords that can be crafted and upgraded (see page 331 for the quest to recover the diagrams for this equipment). You get two of the most powerful swords in the game in terms of steel and silver swords, and heavy armor to survive the physical damage you suffer from wading in for melee.

RECOMMENDED SKILLS

Rage Management: General Skill Tree

Adrenaline Burst: General Skill Tree

Resolve V: Combat Tree, Battle Trance Branch

Razor Focus V: Combat Tree, Battle Trance Branch

Any other Combat Tree abilities that fit your preferences, maxed out at Level V for maximum Adrenaline gains.

Rage Management is the lynchpin ability in this build, allowing you to spend Adrenaline in place of Stamina to cast sign. Adrenaline burst allows signs that you've cast to generate Adrenaline. This is a constant feedback loop of Adrenaline use and regeneration that seems contradictory at first, but its usefulness becomes more obvious.

Razor Focus, when maxed out, makes sword strikes generate massive amounts of Adrenaline, while Resolve allows you to take hits in melee, and lose less Adrenaline in the process. Keeping your Adrenaline high means that Geralt can do up to 30% (with 3 Adrenaline Points) more damage during combat.

To further max out your Adrenaline generation, go heavy into the Combat tree, picking up skills like Muscle Memory, Precise Blows, Strength Training, and Crushing Blows, and maxing them out to the best of your ability. Melee damage and constant pressure on your foes is what this build is about. You'll be in the enemy's face, necessitating the need for heavy armor. Signs using up Adrenaline (thanks to Rage Management) may seem contradictory, but as you'll be suffering from Stamina regeneration penalties due to the heavy armor, it helps to have the ability to use signs—regardless of your Stamina level—at all times.

Having the Bear School Techniques can provide a significant boost to your strong attack damage that stacks with your other stat boosts, and the Bear School witcher armor has Adrenaline bonuses that stack with all of the other Adrenaline bonuses from abilities.

USEFUL ALCHEMY

Potions: Adrenaline is needed for this build to really shine in combat, and so the Maribor Forest potion has great synergy with the various abilities. Thunderbolt once again proves extremely valuable for this melee-heavy build.

Bombs: Samum and Northern Wind are good choices for controlling the melee, and you'll always be in the thick of it with this build.

Decoctions: Alghoul decoction gives you increased Adrenaline generation until you suffer an enemy attack. It's a high-risk high-reward decoction to use in combat, but the results can be devastating for skilled players.

CRITICAL REND

This archetype focuses on maximizing the damage from Rend and from your critical hits in general. Rend is one of the most powerful melee moves at Geralt's disposal, but it is not easy to land it consistently. To get the best chances to score critical hits, light armor is needed to make this build shine. The best light armor comes from diagrams of Cat School Witcher Gear (see page 329 for the quest to recover the diagrams for this equipment). Light armor also helps with Stamina regeneration, a key factor in making this build work.

RECOMMENDED SKILLS

Cat School Techniques: General Skill Tree

Muscle Memory V: Combat Tree, Fast Attack Branch

Precise Blows V: Combat Tree, Fast Attack Branch

Strength Training V: Combat Tree, Strong Attack Branch

Crushing Blows V: Combat Tree, Strong Attack Branch

Rend V: Combat Tree, Strong Attack Branch

Consider investing points in the Signs tree, juicing up Igni, Axii, and Yrden specifically. These signs all contribute to being able to land Rend attacks.

The Cat School Techniques ability is necessary for wearing light armor, due to the massive crit damage bonus that the ability confers for each piece of light armor worn. For this build, light armor and the Cat School Techniques are essential.

The two early tier abilities in the Fast Attack and Strong Attack branches are necessary as they further enhance your ability to score critical hits, and they can make each critical hit that much more devastating to the enemy.

The real star of the show is Rend V. This ability deals additional damage in proportion to the Stamina consumed, ignores enemy defense and increases critical hit chance of Rend by 50%. Adrenaline Points increase total damage by up to 300% In short, this is utterly devastating; with the key flaw being that Geralt must stay in place to charge up a Rend strike, leaving him vulnerable to enemies.

This is where signs come into play. Igni, Axii, and Yrden can allow you the time needed to score a fully charged Rend. Picking up Abilities in the Signs tree that power these signs up is definitely recommended if the points are there to spare. Against lone opponents, this set up can be quite devastating, while the other talents serve to make your standard swordplay that much more dangerous.

USEFUL ALCHEMY

Potions: Thunderbolt provides a significant damage boost for a short period of time, which is exactly what this build takes advantage of with it's Rend focus. Petri's Philter is a good bet as well, as the increased Signintensity helps Axii and Yrden be more effective on the enemy.

Bombs: Samum and Northern Wind are great at keeping enemies in place for that big Rend crit. Superior Northern Wind adds a chance for an instant kill on stricken enemies on top of the increased damage.

Decoctions: Katakan decoctions provide an increased chance to crit, a powerful enhancement to Rend in this build. Doppler decoction increases critical hit damage if you are behind your enemies. If you're skilled at flanking your enemies, this can make Rend utterly devastating.

BOMBADIER

Sometimes you wish you had more bombs. This build provides for that very specific need. It takes a lot of work to hunt down the ingredients for this build to really work, but it is worth it. You will have more than enough bombs, and each bomb will be significantly more effective. Most encounters in the field should end decisively in your favor after many, many explosions.

RECOMMENDED SKILLS

Steady Aim V: Alchemy Tree, Bomb Creation Branch

Acquired Tolerance III: Alchemy Tree, Mutation Branch

Heightened Tolerance IV: Alchemy Tree, Brewing Branch

Pyrotechnics V: Alchemy Tree, Bomb Creation Branch

Tissue Transmutation V: Alchemy Tree, Mutation Branch

Efficiency V: Alchemy Tree, Bomb Creation Branch

Synergy V: Alchemy Tree, Mutation Branch

Cluster Bombs V: Alchemy Tree, Bomb Creation Branch

Any spare Ability Points can go into trees that fit your preferences. If you want a bit more bite out of your swords, the early parts of the Combat tree are a safe bet. If you're trying to push your survivability, investing in Sign improvements for Yrden and Quen are not a bad call.

Bombs are the centerpiece of this build. Steady Aim gives you more time to aim bombs. Pyrotechnics increases your damage capacity with Dragon's Dream and Devil's Puffball, who normally do no immediate damage by themselves. Efficiency increases the maxiumum number of bombs you can have in slot.

The real star of the show is Cluster Bomb. Maxed out, Cluster Bomb causes your bombs to scatter additional explosive fragments, up to SIX when maxed out. A Superior Grapeshot or Dancing Star, already powerful, become pocket-portable battlefield devastators, and with maxed out Efficiency, you'll have a lot more of them to throw around.

The other talents suggested in the Alchemy tree aren't just so you can reach Cluster Bomb. Tissue Transmutation greatly boost your survivability when maxed out while consuming a decoction, likely the cockatrice decoction. Heightened Tolerance gives you a little more room to work with in terms of your toxicity levels, and Synergy allows your Mutagen Slots to be even more effective at stat boosts.

USEFUL ALCHEMY

Potions: With this build, there aren't particular potions you NEED to use. Focus on survival potions, like White Raffard's Decoction and Swallow.

Bombs: This build gives you a ridiculous amount of bombs to work with. Use your heavy hitters: Grapeshot, Dancing Star, Dragon's Dream for especially fire-vulnerable monsters, and Devil's Puffball for those weakened by poison.

Decoctions: Cockatrice decoctions allow ALL alchemy creations to be used one additional time. ALL of them. Hands down the most useful decoction for this build.

SIGNING SURVIVALIST

Survivability on the harder difficulty settings of *Witcher 3: Wild Hunt* can be tough even for the best players. Where on the Story and Sword! and Just the Story! settings, you want to juice up your attack power to kill quickly, on Blood and Broken Bones! and Death March! Mode, you want to lean towards survival. This build allows you to do that with rapid Sign use, combined with significantly faster Stamina regeneration. Heavy focus is placed on Yrden and Quen, with Igni providing your magical punch that can also weaken enemy defenses.

RECOMMENDED SKILLS

Wolf School Techniques: General Skill Tree

Exploding Shield III: Signs Tree, Branch

Sustained Glyphs III: Signs Tree, Branch

Melt Armor IV: Signs Tree, Branch

Active Shield III: Signs Tree, Branch

Magic Trap III: Signs Tree, Branch

Firestream III: Signs Tree, Branch

Quen Intensity V: Signs Tree, Branch

Yrden Intensity V: Signs Tree, Branch

Igni Intensity V: Signs Tree, Branch

Quen Discharge V: Signs Tree, Branch

Supercharged Glyphs V: Signs Tree, Branch

The Griffin School Techniques provide an invaluable boost to your Sign Intensity and Stamina regen for every piece of medium armor worn. Most of your other Ability Points should stay within the Signs tree, to boost your Stamina regeneration in combat.

Notice the heavy emphasis on Yrden and Quen in this build. Yrden significantly helps your offense in melee combat, and the Supercharged Glyphs enhancement to Yrden allows you to deal consistent damage to enemies stuck within the effects of the Sign.

Having the full gamut of Quen Abilities gives you some of the best protection from physical damage in the game outside of armor. Quen Discharge can deliver a punishing shock to attacking opponents, so long as you have Stamina to hold up Quen in Active Shield Mode.

Igni is powered up through the Intensity boosts and Melt Armor, which maintains effectiveness throughout the game. Firestream allows you to weaken entire groups of enemies before setting upon them with your blades or bombs.

The one serious drawback to this build is the time it takes to truly build up to the most effective parts of its defensive capabilities. You don't even reach Quen Discharge until you've spent 28 Ability Points in the Signs tree. You will have to play a much more deliberate, defensive Geralt, focusing on maximizing his use of Quen and Yrden to stay alive. Griffin School Techniques, combined with the buffs for wearing medium armor, can help make this build shine.

USEFUL ALCHEMY

Potions: Petri's Philter makes your Signs more powerful, an obvious bonus to such a focused build. Tawny Owl is your other key potion, as Geralt needs to have as much Stamina regeneration as possible if you want to survive.

Bombs: Dragon's Dream needs Igni to reach maximum effectiveness, and that is why you've placed some point into boosting Igni.

Decoctions: Foglet decoction has a strange requirement to be effective, but if it is cloudy in the world, you receive a significant Sign Intensity boost. The ekhidna decoction is another fine bet for increasing your survivability, restoring Vitality whenever you use Stamina. Lastly, the ancient leshen decoction increases Stamina regeneration for every Sign cast for the duration of a given fight. Since you will be using Signs often in this build, you can work Geralt into many repeated uses of a Signover the course of a long fight.

Ekimma decoction is another fine choice for survivability, 10% of the damage he deals to an enemy goes towards his Vitality.

CRITICAL PATH QUESTS:
PROLOGUE

The witcher Geralt wakes from a dream, and embarks upon an adventure throughout the heartland of Temeria. This land is now war-torn and ransacked, silenced and stifled under the oppressive yoke of the Nilfgaard. The search for Ciri begins, and the Red Riders of the Wild Hunt give chase.

CRITICAL PATH QUESTS

OVERVIEW

This lengthy chapter details all of the mandatory Main Quests you undertake throughout your adventure. Remember you are able to leave a Main Quest under most circumstances) at any time and complete other quests, uncover points of interest, prepare or meditate, or simply explore. The way each quest is *presented is discussed here.*

AN ADVENTURE IN THREE ACTS (WITH A PROLOGUE AND EPILOGUE)

This adventure is divided into five separate large sections:

PROLOGUE (6 QUESTS)

Main Quests: 5. Secondary Quests: 1

After a vivid dream of your past times at Kaer Morhen with a young Ciri, you begin an introductory romp through the lands of White Orchard, where a griffin must be killed prior to a meeting with Emperor Emreis in Vizima.

ACT I: SEARCH FOR THE CHILD OF THE ELDER BLOOD (32 QUESTS)

Act I: Velen (No Man's Land) (14 Quests)

Main Quests: 12. Secondary Quests: 2

Act I: Novigrad (12 Quests)

Main Quests: 10. Secondary Quests: 2

Act I: Skellige (7 Quests)

Main Quests: 6. Secondary Quests: 1

This is a large-scale search across three immense areas, in order to find out what happened to Geralt's adopted daughter Ciri. The adventures take place in war-torn Velen (also known as No Man's Land), the sprawling city of Novigrad, and the windswept archipelago of Skellige. Quests within these areas can be completed in any order you like. For example, you can finish some (or all) of the Main Quests in Novigrad, then sail to Skellige, and then return to Velen. The way the quests are presented in this guide (Velen, then Novigrad, then Skellige) represent the optimal paths.

ACT I: OPTIONAL QUESTS (21 QUESTS)

Act I: Velen (No Man's Land) (7 Quests)
Act I: Novigrad (9 Quests)
Act I: Skellige (5 Quests)

In addition to the mandatory Main Quests that must be completed during Act I, there are a number of optional, Secondary Quests, which always involve a specific character. These are included here (and presented by territory), as the choices you make during these quests (including not completing them at all) always have an influence on the later Acts of the Main Quest. You are advised to check these, and complete them.

ACT II: THE GREAT BATTLE (13 QUESTS)

Main Quests: 9. Secondary Quests: 4

This offers advice based on your previous exploits, as you muster additional forces for the forthcoming battle in Kaer Morhen with the forces of the Wild Hunt. Though there are some Secondary Quests, they all relate to bolstering your allies for the battle to come. The aftermath of the attack is also presented, too.

ACT III: THE FINAL AGE (15 QUESTS)

Main Quests: 13. Secondary Quests: 2. Optional Quest: 1

After an optional Secondary Quest which has huge implications, the final set of Main Quests are shown, as Geralt's path comes to a close, and the decisions you made throughout the adventure come back to help (or haunt) you.

QUEST GUIDANCE

The following information is presented to help you use this guide:

LOOKING FOR MAPS?

If you're looking for maps, the main locations you visit are listed at the start of every quest. Make sure you check out any maps in the Atlas for nearby chests and other areas of interest (such as Places of Power, Monster Nests, Gwent players, and the like).

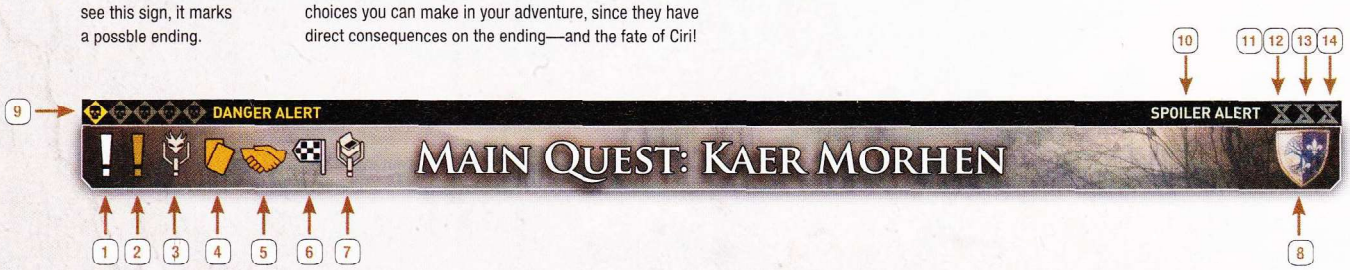
Minor Effect: When you see this sign, prepare to make a decision (usually a conversation choice) that impacts the remainder of this quest, or a future quest, in a small but significant manner. Perhaps a future chat may be different, or a reward changes depending on your actions here. Think before making decisions marked with this sign.

Major Effect: When you see this sign, read the information thoroughly! You are about to make a decision that impacts one or more future quests in a hugely-significant manner! The fate of characters, endings, and even entire villages, depends on what your actions are here.

Ending: When you see this sign, it marks a possble ending.

Fate of the Swallow: These are the most important choices you can make in your adventure, since they have direct consequences on the ending—and the fate of Ciri!

1. This indicates a Main Quest.
2. This indicates a Secondary Quest.
3. This indicates a Witcher Contract.
4. This indicates a Secondary Quest where Gwent is the main focus.
5. This indicates a Secondary Quest involving Fistfights.
6. This indicates a Secondary Quest involving Horse Racing.
7. This indicates a Treasure Hunt.
8. This indicates where the quest starts (in this case, Velen). Check your World Map for the corresponding shield.
9. This indicates how difficult the quest is likely to be. The more danger, the higher level your character should be. Also check the recommended level under the quest name in your Quest menu for more specific information.
10. This indicates how much of the story is revealed in the quest. Read carefully if "Major Spoilers" is flagged!
11. Very Minor Spoilers: Read on without any problems.
12. Minor Spoilers: Some light mysteries are revealed.
13. Moderate Spoilers: Expect a plot twist or important point.
14. Major Spoilers: A major plot point or shocking revelation!



QUEST TYPES

The table below shows every quest you should attempt during the Critical Path. Those colored **Red** are Main Quests, and mandatory. Those colored **Blue** are Secondary, optional, but influence future quests; sometimes in a major way.

QUEST GROUPING

Certain groups of quests must be undertaken together, or one after another, before all of them can be considered complete.

AVAILABLE QUESTS

There are a total of 89 quests to complete to finish the entirety of the Main Quests, with all related Secondary Quests. There are 57 Main Quests and 32 Secondary Quests. They are presented as follows:

CRITICAL PATH QUESTS

PROLOGUE		
Location	Quest Name	Page #
	Kaer Morhen	58
	Lilac and Gooseberries	60
	The Beast of White Orchard	63
	On Death's Bed (Optional)	63
	The Incident in White Orchard	66
	Imperial Audience	66

ACT I: SEARCH FOR THE CHILD OF THE ELDER BLOOD		
ACT I: VELEN (NO MAN'S LAND)		
CRITICAL QUESTS		
Location	Quest Name	Page #
	The Nilfgaardian Connection	70
	Bloody Baron	71
	Ciri's Story: The King of the Wolves	72
	Family Matters (Part 1)	73
	Ciri's room (Optional)	74
	A Princess in Distress	75
	Family Matters (Part 2)	75
	Ciri's Story: The Race	78
	Ciri's Story: Out of the Shadows	78
	Hunting a Witch	79
	Wandering in the Dark	80
	Magic Lamp (Optional)	82
	Ladies of the Wood	83
	The Whispering Hillock	84
	Ciri's Story: Fleeing the Bog	86
KEIRA METZ'S QUESTS		
	An Invitation from Keira Metz (Optional)	86
	A Towerful of Mice (Optional)	86
	A Favor for a Friend (Optional)	88
	For the Advancement of Learning (Optional)	89
LETHO'S QUEST		
	The Fall of the House of Reardon (Optional)	90
	Ghosts of the Past (Optional)	91
THE BARON'S QUEST		
	Return to Crookback Bog (Optional)	92

ACT I: NOVIGRAD		
CRITICAL QUESTS		
Location	Quest Name	Page #
	Pyres of Novigrad	96
	Novigrad Dreaming	98
	Broken Flowers	99
	Get Junior	103
	The Gangs of Novigrad (Optional)	104
	Honor Among Thieves (Optional)	106
	Ciri's Story: Visiting Junior	110
	A Favor for Radovid	110
	Count Reuven's Treasure	111
	The Play's the Thing	114
	A Poet Under Pressure	117
	Ciri's Story: Breakneck Speed	118
DANDELION'S QUESTS		
	Cabaret (Optional)	119
	Carnal Sins (Optional)	120
ZOLTAN'S QUEST		
	A Dangerous Game (Optional)	123
TRISS' QUESTS		
	A Matter of Life and Death (Optional)	125
	Novigrad, Closed City (Optional)	127
	Now or Never (Optional)	127
THE ASSASSIN'S QUESTS		
	Eye for an Eye (Optional)	129
	A Deadly Plot (Optional)	130
	Redania's Most Wanted (Optional)	131

ACT I: SEARCH FOR THE CHILD OF THE ELDER BLOOD		
ACT I: SKELLIGE		
CRITICAL QUESTS		
Location	Quest Name	Page #
	Destination: Skellige	136
	The King is Dead - Long Live the King	137
	Echoes of the Past	140
	Missing Persons	141
	Nameless	141
	The Calm Before the Storm	143
	The Mysterious Passenger (Optional)	144
YENNEFER'S QUEST		
	Last Wish (Optional)	144
CLAN AN CRAITE QUESTS		
	The Lord of Undvik (Optional)	146
	Possession (Optional)	150
	King's Gambit (Optional)	153
	Coronation (Optional)	157

ACT II: THE GREAT BATTLE		
CRITICAL QUESTS		
Location	Quest Name	Page #
	Ugly Baby	160
	Disturbance	161
	To Bait a Forktail...	161
	The Final Trial	162
	No Place Like Home	164
	Va Fail Elaine	165
	Brothers in Arms:Nilfgaard (Optional)	166
	Brothers in Arms: Velen (Optional)	166
	Brothers in Arms: Novigrad (Optional)	166
	Brothers in Arms: Skellige (Optional)	167
	The Isle of Mists	167
	The Battle of Kaer Morhen	169
	Blood on the Battlefield	172

ACT III: THE FINAL AGE		
ACT III: PART I: TYING UP LOOSE ENDS		
CRITICAL QUESTS		
Location Icon	Quest Name	Page #
	Bald Mountian	176
	Final Preparations	179
	Blindingly Obvious	180
	A Final Kindness (Optional)	181
	The Great Escape	181
	Payback	183
	It Takes Three to Tango (Optional)	185
	Through Time and Space	186
KING RADOVID'S QUEST		
	Reason of State (Optional)	188
ACT III: PART II: TEDD DEIREADH		
	Battle Preparations	189
	The Sunstone	190
	Veni Vidi Vigo	191
	Child of the Elder Blood	193
	Skjall's Grave	194
	On Thin Ice	194
	Tedd Deireadh, The Final Age	197

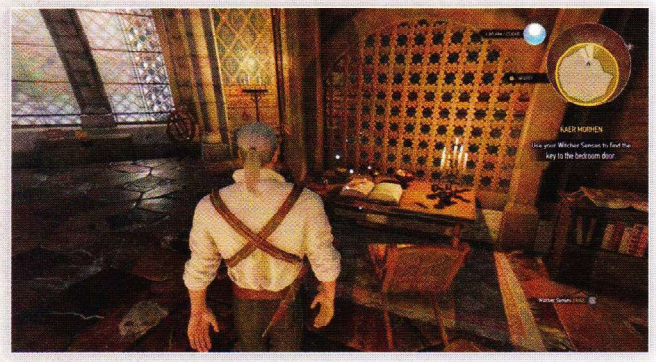
MAIN QUEST: KAER MORHEN

Related Quests: Main Quest: Lilac and Gooseberries
Locations: Kaer Morhen
Characters: Yennefer, Vesemir, Cirilla
Enemies: None

A GOOD BATH SPOILED

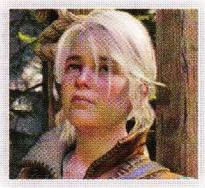
OBJECTIVES:

- Use your Witcher Senses to find the key of the bedroom door.
- Go to the lower level.



Yennefer of Vengerberg

Master Witcher Vesemir



Cirilla (Ciri)

After your bath is interrupted by an inquisitive crustacean, you speak to the rather becoming Yennefer (strange that she's with you at Kaer Morhen), and begin to search your bedchamber. You can:

- **(Optional) Converse with Yennefer if you wish.**
- **Bring up your Witcher Senses (hold the button) and learn the basics of this crucial and beneficial skill. Areas of interest within the environment stand out in a red hue. There are various items to inspect, such as Yennefer's clothing and a goblet, but the item you're interested in is the key on the book to the north, close to the bedroom exit.**

OBJECTIVES AND MINIMAP

Learn the rudiments of your Objectives List, and the functions of your minimap; pay special attention to the distance you are from an Objective, as well as the compass direction you're facing; the latter is important when referencing this guide.

WITCHER SENSES

The importance of these senses cannot be underestimated. Use this ability often and when you're stuck or confused in a particular location. Although your vision becomes more focused while using your senses, and you can't move as quickly. Try releasing the Witcher Sense button when areas of interest continue to glow red for a few seconds afterwards, and you have normal visibility (to more readily deal with peripheral threats you might normally miss while concentrating).

Simply move to your bedroom door and open it. Head down the stairs to a meeting with your mentor—Master Witcher Vesemir. Answer him how you wish, before joining your young adept Cirilla (or Ciri) down on the battlements. Answer her how you wish, before deciding on the following:

- **Running the Walls: This begins a maneuvering tutorial, and is recommended.**
- **Skipping the Run: This ignores the tutorial.**

LOCKED DOORS

Some doors are locked, but most of them remain that way permanently throughout your adventure; with a few exceptions, only the doors specifically referenced are able to be opened.

CONVERSATION CHOICES

When conversing, you have numerous answers to pick from:

- Yellow choices push the conversation on, and are usually chosen once you exhaust other choices.
- White choices are sometimes for flavor, allowing you to learn more about the person you're speaking with. However, sometimes these conversations allow different paths and information to be accessed. On these occasions, such utterances are flagged in this guide.

RUNNING THE WALLS

OBJECTIVE:

- Join Ciri in a run along the ramparts down to the Lower Courtyard.

Learn the fundamentals of movement en route to meeting with Vesemir in the lower courtyard below.

MOVEMENT FUNDAMENTALS

At the end of this run, you should know how to:

- Climb a ladder (remember you can drop from a ladder too for a quicker—but potentially more dangerous descent).
- Climb an obstacle (remember to press and hold the button, and be close to the obstacle first).
- Fall without killing yourself (if you're plummeting more than about 20 feet, expect to sustain heavy damage, and after 30 feet, expect to reload the game).
- Running and Jumping (exceptionally important when used to retreat from combat, or leaping gaps; spend some time letting Ciri win the race, and ensure you can accurately leap gaps along the route).
- Jumping and grabbing (try holding the "climb" button after a jump to automatically grab a ledge and pull yourself up. Practice this!)

Follow the crenelations until you reach the wooden platform overlooking the lower courtyard. Speak with Ciri (who has something to say depending on whether you finished the race before or after her), then speak with Vesemir again. Answer how you wish, before choosing the following:

- **Agreeing to test combat fundamentals (recommended).**
- **Choosing to start free training.**

STEEL, SILVER, AND SIGNS

While Ciri practices on a dummy, you're able to test your mettle (and your metal) against Vesemir. Follow the on-screen instructions, and concentrate on learning as much as you can during this tutorial, since these fundamentals of combat are key to the unforgiving world outside the walls of this keep.

OBJECTIVES:

- Draw your sword. Aim at Vesemir and mark him as your target.
- Perform a series of fast attacks (3).
- Perform a series of strong attacks (3).
- Perform a series of dodges (3).
- Roll out of the way of Vesemir's blow (2).
- Perform a series of parries (3).
- Perform a series of counterattacks (3).

SWORDPLAY FUNDAMENTALS

At the conclusion of this duel, you should know how to:

- Draw and sheathe your steel sword (though you automatically draw your preferred weapon when enemies are near. Remember that your steel sword is for fighting human or "natural" enemies (like wolves), while your silver sword—which isn't used during these fights—sinks into the flesh of monsters.
- Execute Fast and Strong Strikes (the former hits quickly but lightly, while the latter inflicts more damage but is more easily blocked).
- Perform Dodges (these are key to avoiding incoming attacks; quickly dodge as soon as you see an enemy's attack start, and you avoid it, and follow it up with violent retribution!).
- Parry and Counterattack (also known as blocking and riposte; a slightly more advanced method of remaining locked in combat with a foe you want to focus on killing, parrying them to start a defensive posture whenever you wish—though you obviously can't attack during this time—and then executing a counterattack as soon after your blocked sword is struck as possible. The counterattack is incredibly useful as it pushes a foe back, and usually off-balance).

VESEMIR'S HEALTH

Notice Vesemir's Health bar? It is the color red (indicating the steel sword should be used; monsters have a silver health bar). It also has a diamond icon to the left of it, *with a "skull" inside. This shows Vesemir's level compared to your own, and spotting* this while fighting later into your questing is the key to understanding the strength of a foe you're facing. Consult the Training chapter of this strategy guide for further information.

OBJECTIVES:

- Cast the Quen Sign.
- Cast the Igni Sign.
- Cast the Aard Sign.
- Cast the Axii Sign.
- Cast the Yrden Sign.

Vesemir's training continues with the activation of your five different Witcher Signs. This magic is critical to augmenting your already-impressive sword skills.

SIGN-CASTING FUNDAMENTALS

Pay close attention so you know the basics of your five magical skills. Learn the following:

- Cast Quen (which defends you against damage and certain critical effects, and should be cast before you enter combat).
- Cast Igni (which deals fire damage and has a chance to apply an incineration effect on your opponents and is a great way to dish out extra damage, clip the wings of airborne opponents, and set fire to flammable objects such as exploding barrels. Expect to use this Sign often).
- Cast Aard (which stuns opponents or, in some cases, knocks them to the ground and is another highly-useful ability, especially when you want to clear an area of multiple foes, or want to destroy weak walls or certain blockages of debris).
- Cast Axii (which temporarily disorients your opponents, allowing you to focus on battering one foe at a time if multiple enemies are engaging you, or weakening a single enemy you're facing).
- Cast Yrden (which lays a magic trap that slows anyone walking over it, a perfect accouterment to your dexterous swordplay, and a great defensive way to quickly heal yourself, change signs, or otherwise tone down a ferocious battle you may find yourself in).

ACTIVATING SIGNS WITH EASE

Beware of low Stamina, as this stops you from casting Signs. Increase the dexterity in your fingers by learning to quickly bring up your Signs menu, select a Sign (after memorizing where each of them are), and use it effectively, as combat slows down—but critically, does not stop—while you choose your Sign. Floundering while not learning the layout of your Signs menu is a critical mistake!

OBJECTIVES:

- Throw a bomb.
- Stand in the highlighted spot.
- Throw a bomb at the training post.
- Sheathe your sword.

END: A FEVERED DREAM

Vesemir's training concludes with a spot of projectile-wrangling. Produce a Moon Dust bomb and learn to aim it both at near and far ranges. Follow the on-screen advice, and then finish your training by sheathing your sword. Afterwards, your mind becomes addled, as if in a fevered dream, and the second part of this quest (Lilac and Gooseberries) begins.

ITEM: Moon Dust (2)

BOMB-LOBBING FUNDAMENTALS

As this tutorial draws to a close, you should know how to access your Items menu (to select bombs, or another item you wish to lob), as well as how to throw bombs at close or long ranges (automatically or while aiming). The maximum distance is from the indicated spot to the training dummy, so use this knowledge when facing foes, and try to damage them with these projectiles before they close in.

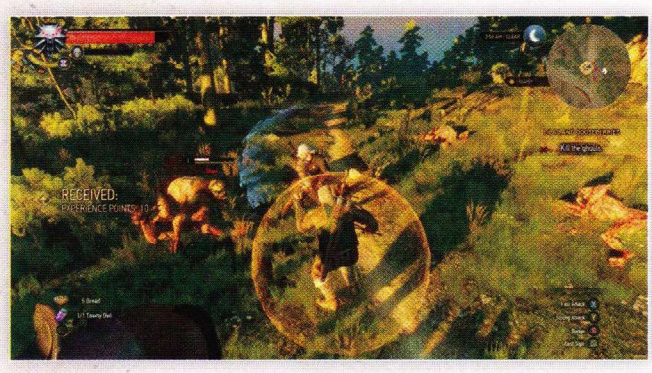
! Main Quest: Lilac and Gooseberries

Related Quests: Main Quest: Kaer Morhen; Main Quest: The Beast of White Orchard
Locations: Ransacked Village, Ford, Woesong Bridge, White Orchard, Nilfgaardian Garrison
Characters: Vesemir, Gaunter O'Dim, Nilfgaardian Officer
Enemies: Ghouls, Griffin, Deserters, Peasants, Wolves, Drowners

A FRESH TRAIL, BUT A FETID AIR

OBJECTIVE:
- Kill the ghouls.

You wake from your nightmare on the road to Vizima, closing in on the settlement of White Orchard. Vesemir speaks with you. Choose your conversation as you wish. After re-reading a missive from Yennefer, your search for Ciri is interrupted by the foul stench of ghouls infiltrating this hillock. Wipe them out.



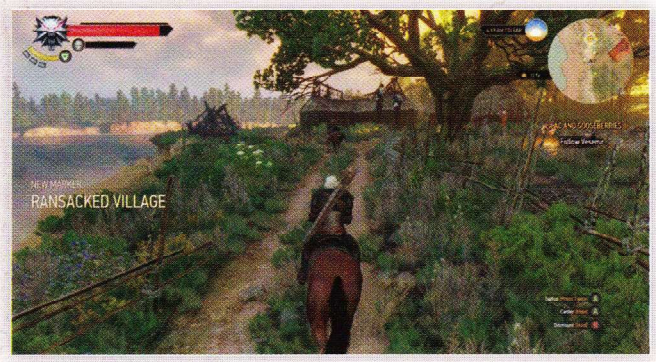
CHOOSE YELLOW: QUICKENING THE CONVERSATION

Notice the in-game conversation choices marked in yellow? These indicate an important choice if there are multiple yellow utterances to be made. But in the case of one yellow choice, and one or more other choices, the yellow choice moves the conversation along. Usually, the white choices are there simply for lore and flavor, but not all the time! Be sure to follow this guide so you don't overlook an important choice that isn't written in yellow!

NULLIFYING NECROPHAGES

The ghouls you're slaughtering should pose only a limited threat, as long as you remember to use your silver sword (look to their silver-color health bars as a clue), and push any foes back using Aard, while setting them alight with Igni. Once slain, check your Bestiary to learn more about the horrors you've fought, as well as their weaknesses. Or simply check the Bestiary chapter of this strategy guide.

OBJECTIVE:
- Follow Vesemir.



After the fracas with the ghouls, inspect the area close to the path that sparkles with a strange glittering light. Obtain the Crystal Skull (evidence of Yennefer you surmise) and mount your faithful steed Roach. Even though you can head off on your own, this isn't the best time to do so (attempt this shortly).

ITEM: Quest Item (Relic): Crystal Skull

MORE THAN VALUABLE BAUBLES: RELICS

Though the Crystal Skull isn't a hugely helpful item, some chests throughout the lands contain much more valuable relics; the most valuable of treasures. Be sure to check the Atlas to see where all these chests are!

PINNED TO A TREE: POSTERS

The tree you made camp at has a poster nailed to its trunk. Though easy to overlook, it's worth checking any posters you see on trees, or nailed to walls in settlements, since they provide helpful information, and possible indications of activities or quests.

CORPSE-LOOTING AND THE GREEN LEAF: ALCHEMY INGREDIENTS

Scavenging those you slay yields crowns, weaponry, and alchemic ingredients, so be sure to inspect any corpse you come across. Also look to the minimap, as naturally-occuring ingredients (usually plant-life) also appears in the nearby vicinity, with a green leaf icon. Gather these too. Brewing a potion requires you harvesting from the lands you roam.

ALL THAT GLITTERS...

Important objects you should investigate are always bathed in faint glittering light. Such objects may start Secondary Quests, or be important to an ongoing mission. Many also appear in your Witcher Sense visions, too.

RIDING ROACH BEYOND REPROACH

Your faithful steed is always around to help you maneuver through the wilds at a faster speed. As you follow Vesemir, practice the following techniques (which are detailed in the Training chapter):

- Mounting and Dismounting (remember your speed and direction influence how you climb onto and off your horse).
- Cantering and Galloping (increase the speed of your horse to cover distances more quickly, at the expense of quick manuverabiliy and a steady loss of your horse's Stamina, except when you're galloping on a road or path).
- Horses and Roads (an often-overlooked method of following a path is to let your horse do the steering automatically).
- Calling for Roach (though you won't need to do this yet, remember you can whistle and Roach appears. This occurs most of the time, and allows you to swiftly mount and ride through more inhospitable locations instead of slogging through on foot).

Follow the winding path, speaking with Vesemir as you pass two new signposts. The latter of which is a Ransacked Village. Evidence of the recent war is everywhere. Follow Vesemir along the river bank, and jump across the ruins of a brick bridge.

FOOTNOTE ON SIGNPOSTS AND FAST TRAVEL

Signposts are everywhere, and appear on both your minimap and World Map as you discover them. It is usually a good idea to explore the area around a signpost thoroughly for hidden chests, optional quests, ingredients, monsters, collectibles, and other interesting phenomena. Each discovered signpost allows you to Fast Travel from it to any other signpost you may have discovered. This becomes hugely helpful after you venture off the mainland to the Isles of Skellige, and don't wish to return via small boat in a stormy sea.

You venture across an upturned trader's cart, a mass of sinewy feathered limbs tearing away at a slain horse. After chasing away the griffin, you speak with the trader whose life you saved. He points you in the direction of White Orchard, and an inn where further information may be obtained.

At this point, you may wish to return to the Ransacked Village, and speak to the villager named Dune who shouts as you pass, pleading for your help. Temporarily leaving Vesemir, and attempting this Secondary Quest (see page 202), though optional, is a good idea.

AN EXCLAMATION PROCLAMATION!

Keep an eye open for exclamation marks appearing on your minimap (and World Map) as you explore new areas or return to old ones. These indicate a Secondary Quest is available, usually by speaking to someone.

BESTIARY: A MONSTROUS COMPENDIUM

For each entity you meet, whether you slay it or not, an entry to your Bestiary is added. If you slay a foe proficiently, the Bestiary updates, so you always have the most up-to-date hints on defeating foes you may not have faced in a while. Naturally, this guide's own Bestiary offers the best possible preparation plans and takedown methods, and is offered to you as a preferred solution.

AFORE YE GO: FREEFORM EXPLORATION

Once you've spoken to the trader the griffin terrorized, Vesemir rides to the tavern in White Orchard, and you are free to either follow him, or spend some time exploring this area more completely. Consult this guide's Atlas for some areas of interest. But before you go on with this Main Quest, be sure to attempt at least some of the following. You can:

- Collect more ingredients from the lakes, woods, and rolling countryside.
- Attack some deserters within the walls of the ruined brick keep adjacent to the Ransacked Village, uncover a chest inside the brick tower, and start the scavenger hunt to obtain impressive gear from the Viper School (see page 327).
- Learn the ways of the World Map; including zooming in and out, and the placement of Waypoints at locations this guide's Atlas has referenced.
- Investigate the Monster Nests that infest this land; this is a good way to level up, providing you have the skills to survive waves of foes. The nests can only be destroyed with bombs (usually the Dancing Star or Grapeshot); another reason collecting ingredients (and Alchemy) is important!
- Investigate the Places of Power (there are five in this part of the world). Each is guarded by a nasty foe, so you may need to level up and return later, but as each stone grants you an Ability Point, they are exceptionally helpful and must be found!
- Complete as many Secondary Quests as you wish; there are five to initially find, and these are listed on page 200.
- Learn about more Secondary Quests by inspecting the Notice Board in White Orchard, as well as in other settlements.
- Inspect whetstones at nearby forges across the landscape, where you can repair items damaged by battle.
- And of course, learn the advantages of meditation; preparing for combat as well as concocting potions and bombs, waiting to certain times of the day, and obtaining certain bonuses. See page 33 for more information.

TROUBLE AT THE TAVERN

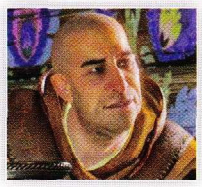
OBJECTIVES:

- Go to the taven in White Orchard. Ask travelers about Yennefer.
- Nearest Signpost: Woesong Bridge.

Canter into town, and dismount at the tavern. Once inside, the patrons could best be described as "jumpy". Conversing with the bar-woman, who advises you to speak to the travelers drinking here if you want information on either of the women you're trying to find.

SHOP TILL YOU DROP: TRADING WARES

The bar-woman is one of many traders throughout the lands which you can trade with. Options marked with the "bag" icon show where a trader is, and conversations with this icon also bring up the items the trader has to offer. In this case, a variety of alcohol, Gwent cards, and edible foodstuffs.



Gaunter O'Dim

While Vesemir finishes his drink, speak to the two nearby peasants at a table. There are differing conversation options, including one that uses your Axii Sign, but none reveal any information of note (aside from the racism against those of your kind). A second pair of patrons offer you little more than an introduction to the card game Gwent, so focus your attention on the bald, shifty-looking customer sitting by the window. He knows of Yennefer by name, and reckons the Nilfgaardians may know more about her whereabouts.

A SPOT OF DWARVEN SPIRIT

While you're here, it's a good idea to purchase a single bottle of dwarven spirit (for around 47 Crowns), if you have the funds (and if you don't, why not go exploring?). This is a critical ingredient for a potion you make during a Secondary Quest: On Death's Bed, and having the potion to hand now makes brewing the potion easier once you start this optional quest.

THIS CHARMING MAN: AXII DURING DIALOGUE

The Axii Sign marked during dialogue allows you to charm stubborn individuals into answering your questions. Remember to add points to your Delusion ability (Character menu) to increase this for more intelligent people you try to befuddle to your will. And watch for other folks witnessing this witchcraft, and possibly acting aggressively. However, most of the time this allows you to receive information or succeed in a chat without forgoing crowns.

ON THE CARDS: GWENT

Learning the basics of the card game Gwent is imperative if you are to (optionally) search the lands for the best players, and collect a selection of rare cards with which to bolster your decks. For more information on Gwent, check the Training chapter.

OFF THE CARDS: GWENT CARD COLLECTING

It is advisable to learn this game now, and start collecting cards immediately (purchase as many as you can from the bar-woman). Innkeeps, your friends, and many other challenges offer you games, and winning them allows you to obtain rare cards to bolster your deck. Most importantly, some games are only available during certain periods of time. For example, the bar-woman's cards aren't able to be purchased once you leave for Vizima!

OBJECTIVE:

- Ask the Nilfgaardians about Yennefer.

As you exit the tavern, two armored peasants and a thug decide to threaten you with a mixture of racism and unarmed combat. Even an Axii dialogue choice only ends in violence. Retaliate with the following:

- **Quickly block the incoming strikes, and retaliate with a series of fast attacks and dodges from your fists, until all three are knocked out.**
- **Or draw your weapon, optionally use Signs, and slaughter these ne'er-do-wells where they stand.**

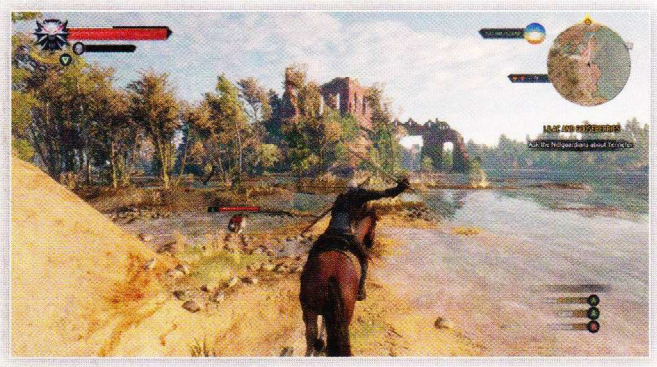
PUTTING UP YOUR DUKES: FISTFIGHTS

You may be interested to know that unarmed combat utilizing a mixture of fast fist work, blocks, and dodging, can lead to you challenging a variety of hardened folks from here to Skellige. Learn more about the finer aspects of fistfights in the Training onpage 39. For all the Fistfight Quests, consult page 314.

This situation can only end in violence. At this point, you can begin to explore the town of White Orchard, optionally completing some Secondary Quests in the area.

ESS SOOND JAKKTEN (GOOD HUNTING TO YOU)

The Nilfgaardian garrison is to the northwest of White Orchard. The easiest route to reach it is by heading along the river bank in a westerly direction, following it northwest into a small swamp (watch for wolves and drowners). As the brick edifice looms at you from the hill ahead, pass under the archway of a broken bridge, past some exercising troops, and under a second archway. Dismount at the small jetty and climb the wooden steps. You're met by two brusers manning the gated entrance. A brief chat, and you're allowed through.



TREASURE ON THE BRIDGE

Did you check the edge of the broken bridge over the water. Even though the drop is deadly, there's some choice treasure in a chest here. Be sure to thoroughly explore each new area for such trinkets, and check the Atlas maps at the back of this guide during each quest for all nearby chests and points of interest.

THE SIGNS ARE EVERYWHERE

Be sure you access the signpost marker here, so you can Fast Travel back to the garrison when you wish to return here. You are finding all the signposts on the World Map as you go, aren't you?

SUBTLE SECRETS

Did you try returning to the exercising troops between the hours of midnight and one in the morning? They should be "resting" at this point!

Once inside the gates, head southeast toward the ruins of a brick tower, and speak to the garrison commander. It seems he may have some knowledge of Yennefer's whereabouts, but he'll only impart that information if you agree to rid the area of a troublesome griffin. Agree to this quid pro quo, and be sure you ask the following before you leave:

Captain Peter Saar Gwynleve

- About a specific herb in the hunt for the griffin.
- About more information regarding the griffin.

OBJECTIVE

- Complete the griffin contract.

MANAGING MULTIPLE OBJECTIVES

Right now, this quest (Lilac and Gooseberries) is still active, but has been superceded by Main Quest: The Beast of White Orchard. This is a linked quest that must be completed before the rest of this quest can be finished. For now, highlight "The Beast of White Orchard" in your Quest menu, and follow those objectives.

Main Quest: The Beast of White Orchard

Related Quests: Main Quest: Lilac and Gooseberries; Main Quest: The Incident at White Orchard. Secondary Quest: On Death's Bed.
Locations: Nilfgaardian Garrison, Tomira's Cottage , Mislav's Hut , Velpine Woods, Mill
Characters: Nilfgaardian Officer, Tomira, Mislav
Enemies: Wild Dogs, Royal Griffin

TOMIRA AND MISLAV

This quest is available as part of Main Quest: Lilac and Gooseberries; once you agree to help the Nilfgaardian Officer rid the immediate area of its griffin problem.

Probe the officer for more information regarding the ingredients needed to hunt a griffin, as well as the name of a hunter who can explain the beast's recent activities, then leave the garrison. Gallop across the swamp (watching for drowners), passing a stranded merchant as you pick up the road (Secondary Quest: Precious Cargo), and then choose which citizen you wish to speak to first.

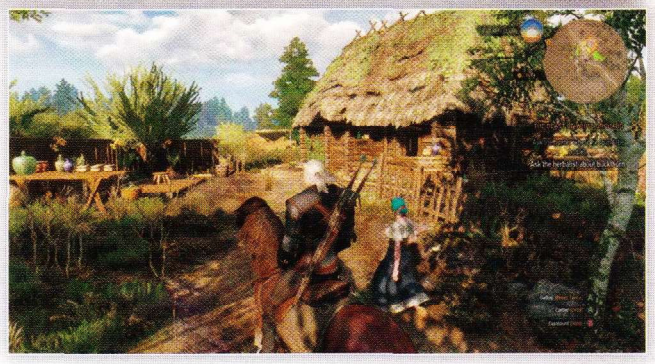
A CHOICE

These two Objectives can be done in any order. However, the herbalist is closer to your current location.

TRAWLING FOR BUCKTHORN

OBJECTIVES:

- Ask the herbalist about buckthorn.
- Nearest signpost: East of Sawmill.



Journey south, looking for the herbalist's cottage (where there are rich ingredients pickings), and enter the premises. Speak with the herbalist on matters regarding the war, her demeanor, and the peasant she hopes to save.

Tomira the Herbalist

- **While speaking about her patient, choose the conversation "Griffin do that?" when speaking with her, to begin Secondary Quest: On Death's Bed.**
- **While speaking about her patient, choose the conversation "Looking for buckthorn" to ignore this quest. This quest continues.**

MAKING TIME FOR TOMIRA

Remember you can return to Tomira and purchase items and ingredients from her.

Secondary Quest: On Death's Bed

Related Quests: Main Quest: Lilac and Gooseberries; Main Quest: The Incident at White Orchard.
Locations: Tomira's Cottage, White Orchard Tavern
Characters: Tomira, Lena
Enemies: Drowners

SWALLOW THIS CONCOCTION

OBJECTIVE:

- Brew a dose of the Swallow potion. Take the potion to the herbalist.

Tomira's patient (Lena) is extremely sick with blood on the brain. Mention that you "could try to help her," before selecting this quest from your Quests Mmenu.

Finish your chat with Tomira, then bring up your Alchemy menu, scroll down through your Potions menu recipes to the one called "Swallow", and inspect the ingredients you need.

You may not have gathered any of these ingredients yet, but it's worth doing so, if only to understand how to brew potions. Fortunately, all three ingredients are close by:

- Find the five celandine flower bushes in the fields east and southeast of Tomira's cottage.
- Then head to the Tavern in White Orchard, and purchase a bottle of dwarven spirit from the bar-woman for around 47 crowns. If you don't want to spend the crowns, brew your own (but this involves finding further ingredients).
- Finally, head to any river bank, such as the area southeast of Woesong Bridge, and look for a group of drowners by the water's edge. Slay four of them, looting their corpses for their brains.

ITEMS: Dwarven Spirit (1), Celandine (5), Drowner Brain (4), Quest Item: Swallow Potion

Conclude this quest by returning to Tomira's Cottage after brewing (combining) the dose of Swallow, letting Tomira know you have it, and receive the following for your troubles.

ITEM: Manuscript Pages (2), Book: Of Sweat and Blood

! MAIN QUEST: THE BEAST OF WHITE ORCHARD (CONTINUED)

When you finish Secondary Quest: On Death's Bed, steer the conversation with Tomira to the location of Buckthorn; a foul-smelling weed used to lure a griffin.

OBJECTIVE:

- Find some buckthorn on the riverbed using your Witcher Senses.

She points out the bottom of the river to the northwest. It is now a simple matter of riding there, dismounting, diving in past the fishing nets, and searching the bottom of the river for the orange-colored herb (optionally with your Witcher Senses to make the plant glow red). Gather multiple bunches of this plant if you're interested in its alchemical qualities outside of the scope of this quest.

ITEM: Ingredient: Buckthorn

THE SORROWFUL HUNTER, THE BLOODIED ASCENT

OBJECTIVES:

- Ask the hunter where he found the bodies. Use your Witcher Senses to find the hunter.
- Nearest Signpost: Northeast of Broken Bridge.

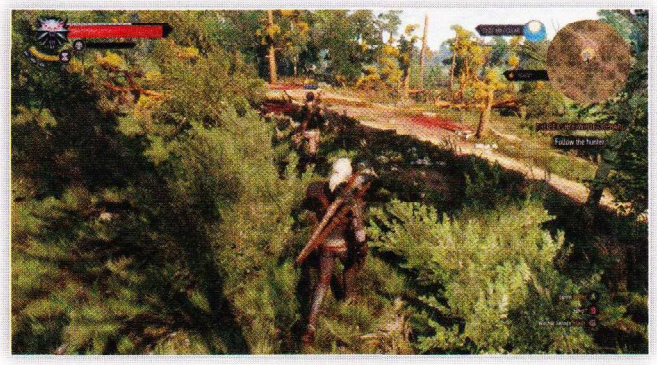
The hunter's cottage is southwest of White Orchard, along a foot trail. When you reach the hut the hunter is nowhere to be seen. Use your Witcher Senses to find his fresh trail of red glowing footprints, and follow them southwards into the Vulpine Woods. Mislav is checking the ground for evidence of wild dogs, plans to divulge where the Nilfgaardian bodies the griffin attacked are, if you help him. You can:

Mislav the Hunter

- **Agree to help. Or,**
- **Refuse to help with the killing of wild dogs (Mislav still helps you find the Nilfgaardian bodies).**

OBJECTIVES:

- Kill the wild dogs.
- Talk to the Hunter.
- Follow the Hunter.



If you chose to help him, follow Mislav deeper (eastward) into the woods, and set upon a small pack of these savage beasts who are gnawing on the bloodied corpses of the townsfolk. After combat, talk to Mislav again. He agrees to lead you to the site of the battle with the griffin and heads off in a roughly westerly direction. It isn't long before you reach this scarred place. After speaking to Mislav again (and perhaps finding out more about his sorrowful nature), begin to inspect the area.

OBJECTIVES:

- Examine the site of the Nilfgaardian soldiers' death.
- Follow the Nilfgaardian soldiers' tracks using your Witcher Senses.
- Search the griffin's nest using your Witcher Senses.

With your Witcher Senses, inspect the blood-stained earth; the griffin interrupted a celebration. Check the saturated ground, and move roughly southward until you find some older footprints. These lead you towards the Broken Bridge (signpost). Leap (or climb up) to the other side and pick up the footprints trail again. It leads left (southeast) to a series of rocky outcrops to climb onto. Leap the gap between the rocky crags (or climb the steep rock slope) near the lone tree, and ascend to the griffin's nest.

Inspect the area, examining two corpses, a variety of bones, the nest, and the large feathered body of a griffin. Examine the wounds, determine the age and type before you step away; this royal griffin has beeen dead for at least a week. Its mate is the beast terrorizing the land with good reason. Now to find the enraged griffin, but not before returning to Vesemir.

RUFFLING SOME FEATHERS

OBJECTIVES:

- Talk to Vesemir.
- Prepare to fight the griffin.
- Meet Vesemir in the field where you plan to ambush the griffin.

Vesemir is where you left him; at the tavern in White Orchard. Inform him of the contract you undertook with the Nilfgaardians. When you are ready to set the trap for the griffin, tell Vesemir this. Then, head to his location on the other side of the stream in the fields just east of White Orchard. Vesemir is finishing the preparation of a sheep dummy. This is a lure to coax the griffin into combat.

CORRECT COMBAT PREPARATION

Before you reach Vesemir, it is a good idea to meditate and prepare before the battle to come. Brew the Thunderbolt potion first, which increases your attack power, and is helpful against most larger monsters. Also use the guide's Bestiary entry on griffins (page 425) in this preparation. Once combat begins, refer to the tactics in that section to rid the land of the royal griffin.

ITEM: Potion: Thunderbolt

GRIFFIN VULNERABILITIES

The royal griffin is vulnerable against the following:

Bomb: Grapeshot

Potion: Hybrid Oil

Sign: Aard

OBJECTIVE:

- Kill the griffin.

The screeching and heavy flapping of wings announces the beast's arrival. You stifle your conversation with Vesemir, who hands you a crossbow he won in a card game, just before the griffin swoops down to maul you with his talons.

ITEM: Weapon: Witcher Crossbow

THE CROSSBOW IN COMBAT

The witcher's crossbow (and other ranged weapons you may find during your adventure, page 468) offers helpful firing options for enemies you're too far from to affect with Signs or swords. In this case, fire at the griffin as he swoops down, just before dodging those talons: A direct hit sends the beast tumbling into the field where he's more easily struck.

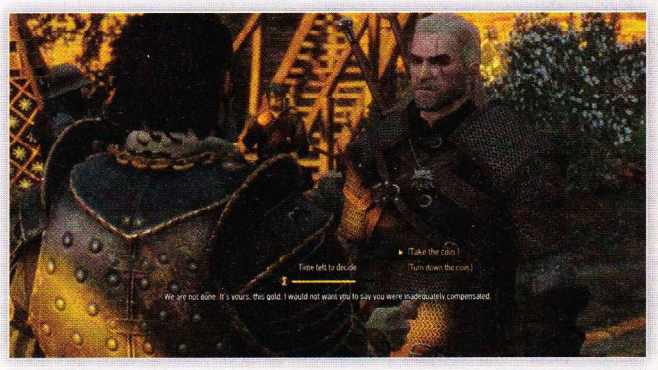
CLIPPING THE WINGS OF THE ROYAL GRIFFIN

As well as judicious crossbow use, your Signs offer constant damage (if you fire Igni at the griffin before dodging those talons). Aard is another option for dropping the foe from the skies. Then follow up with dodges and retaliatory strikes using your silver (not steel) sword.

After losing around half its health, the royal griffin takes to the skies and flees to the northwest, heading to the higher pasture around the leaning Mill (signpost). Follow the foe to this location, and deliver your final killing blow.

OBJECTIVES:

- Take a trophy from the griffin's corpse.
- Collect your reward from the Nilfgaardians.



Vesemir has some constructive criticism regarding your battle style, after which you should inspect the griffin's corpse, and cut the head off as a trophy. This is all the evidence you need to present to the Nilfgaardians.

ITEM: Quest Item (Relic): Griffin Trophy

Gallop (or Fast Travel) to the Nilfgaardian Garrison, and watch as the officer deals rather drastically with a villager who isn't providing the grain the officer is expecting. Tell the officer you've slain the beast, and he offers you information on Yennefer's whereabouts, as well as a bag of gold for your troubles. You can:

- **Take the coin, reasoning it can be put to better use instead of being stored in Nilfgaardian coffers.**
- **Turn down the coin, reasoning you don't want the gold of a faction with so much innocent blood on its hands.**

ITEM: Crowns

This quest now concludes.

CHARACTER DEVELOPMENT PLANS

By now you should have gained a level, so you you can (immediately) select the Abilities panel of your menu and learn a new skill. The exact type of skills you want to spend your points on are discussed in the Training section of this guide.

! Main Quest: Lilac and Gooseberries (continued)

OBJECTIVE:

- Prepare to leave White Orchard with Vesemir.

At this point, the quest concludes, and Main Quest: Lilac and Gooseberries starts up again. Travel back to White Orchard, and find Vesemir in the tavern you already frequented. This leads immediately to Main Quest: The Incident in White Orchard.

DANGER ALERT SPOILER ALERT

! Main Quest: The Incident at White Orchard

Related Quests: Main Quest: Lilac and Gooseberries; Main Quest: Imperial Audience
Locations: White Orchard (Tavern)
Characters: Vesemir, Yennefer
Enemies: Bandits, The Wild Hunt

AN EMPEROR'S OFFER YOU CANNOT REFUSE

OBJECTIVE:

- Kill the bandits.

Yennefer of Vengerberg

After arriving at the White Orchard tavern, the tension in the air is almost palpable. After speaking with Vesemir, your hand is forced to your steel sword, as a group of bandits are threatening you. Deal with their kind using your blade and Signs. Afterwards, you're forced into the open, where a squad of heavily-armored Nilfgaardian knights surround the tavern. Surprisingly, they are lead by Yennefer. You seek explanations. She agrees to provide them once you're both spirited away to Vizima.

It seems the Emperor Emhyr var Emreis wishes to make you an offer. Vesemir won't be accompanying you. After bidding him farewell, the Nilfgaardian procession is ambushed and chased. It is only through Yennefer's use of powerful magic that your pursuers (the Wild Hunt) are stopped. Soon the palace of Vizima looms out in the misty distance.

DANGER ALERT SPOILER ALERT

! Main Quest: Imperial Audience

Related Quests: Main Quest: The Incident in White Orchard.
Locations: Vizima Royal Castle
Characters: Commander Morvran Voorhis, Emhyr's Chamberlain, Emperor Emhyr var Emreis, Yennefer, Ambassador var Attre
Enemies: None

COMMON COURTESY BEFORE THE EMPEROR

OBJECTIVE:

- Get dressed and talk to the chamberlain.

After being bathed and carefully shaved, your initial tour of the Castle of Vizima commences with a talk from Morvran Voorhis about the altercation you had with the Wild Hunt. Then the Emhyr's Chamberlain—a pendant of a man with exacting standards and little time for facial hair—requests you choose an outfit for your forthcoming audience with the Nilfgaardian ruler.

Your talk with Morvran Voorhis can prove to be of major importance if you don't have a *Witcher 2* save on your PC (though you can be playing on an Xbox One or PS4 to start this, too). The conversation turns to your following past exploits (the events of *Witcher 2*):

Commander Morvran Voorhis

Emhyr's Chamberlain

- Arjan LaValette

If you killed Arjan LaValette (PC save game), or tell Voorhis you did (PC, consoles without save game), your interactions with a woman named Molly are different during Main Quest: Broken Flowers (page 99).

- The path of Roche or Iorveth

This only effects a very small conversation choice during Main Quest: Get Junior, when you visit Roche's camp for the first time.

- Sile de Tansarville

If you allowed her to die (PC save game) or tell Voorhis this (PC, consoles without save game), she does not appear during Main Quest: The Great Escape (page 181).

- The Witcher Letho

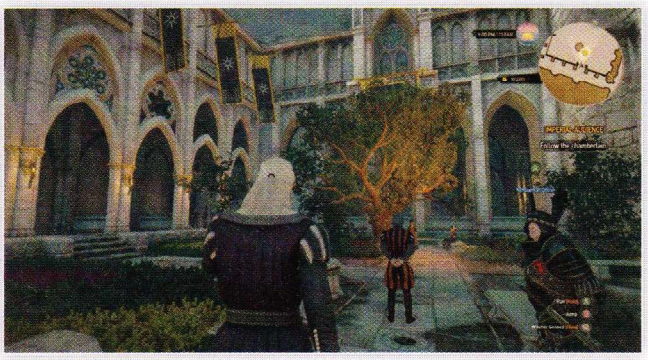
Answer any questions and mention Letho is still alive, and Secondary Quest: Ghosts of the Past, becomes active later (see page 91).

Mention that Letho is dead, or ignore the conversation, and Secondary Quest: Ghosts of the Past cannot be accessed.

OBJECTIVE:

- Follow the chamberlain.

To avoid a sassy response, choose any of the three outfits before you (pick your favorite), then enter your Inventory menu to wear it (since you won't be meeting the emperor wearing just a towel). Next, the chamberlain drones on about proper bowing etiquette. When it comes time to rehearse, choose "extend left leg forward, place right hand on chest" (the second option), or you'll be here a while. Then follow the chamberlain along the impressive castle hallway, up the stairs, to an audience with the emperor.



Emperor Emhyr var Emreis

Your talk with the emperor is one-sided. He makes a different comment depending on whether you bow in front of him, then wishes that you search the lands for his daughter (Ciri) before the Wild Hunt catches her. Your agreement is unimportant. Then he waves you out of his chamber. Continue to follow the chamberlain into the great hall of the castle. Here, you have a chance to discuss politics and warfare with Morvran, or ignore these uptight Nilfgaardians. Then follow the chamberlain once more, through some formal gardens, to the entrance of Yennefer's room.

MAY THE GREAT SUN LIGHT YOUR PATH

OBJECTIVE:

- Talk to Yennefer.

Pass the fireplace and enter Yennefer's bedchamber. It seems you and the emperor's goals are not too dissimilar. After seeing a recent etching of what Ciri looks like, ask Yennefer where she was last seen. The answers are two sprawling parts of the map—Velen and Novigrad.

Yennefer recommends the following:

Ambassador var Attre

- That the trail at Velen is most promising. Find a merchant named Hendrick at the Inn at the Crossroads to further your search.
- When you visit Novigrad, be on the look out for a "mutual acquaintance" named Triss Merigold to aid your progress.
- That you journey to Skellige after Yennefer, as she's set to head there to investigate a magic explosion that blew down half a forest. Meet her once you've learned something.
- That you speak to Ambassador var Attre (in the next room) to learn what happened in the world while you and Vesemir roamed the wilderness.

With that, she summons a portal and disappears into the ether.

OBJECTIVES:

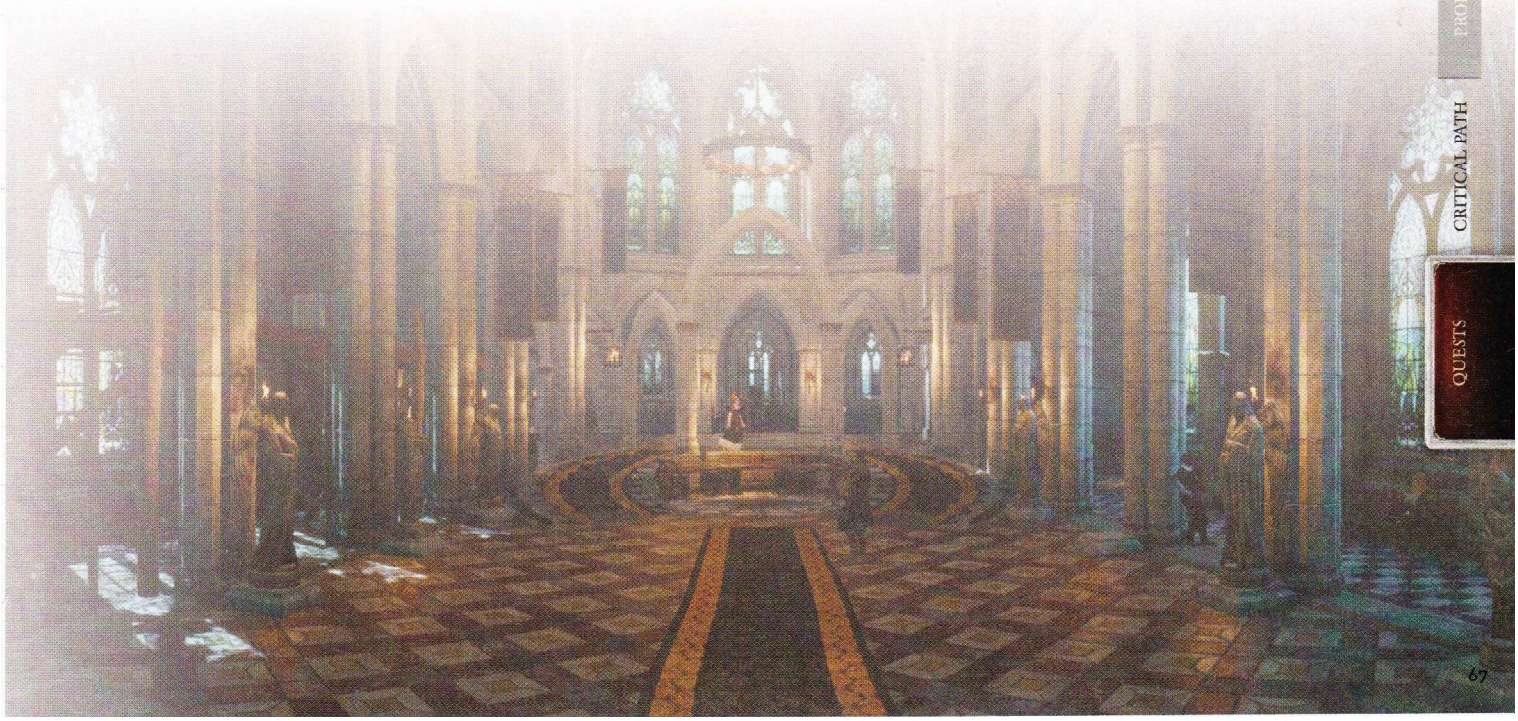
- Retrieve your equipment from the chamberlain.
- Travel to Velen.

Feel free to check Yennefer's room for a personal letter, before optionally speaking to Attre about the war, the situation in Velen, Novigrad, and Skellige. Then exit the chambers, speaking to the chamberlain to gather your belongings (remember to equip everything!).

GWENT: ON THE CARDS

Optionally, locate the Nilfgaardian nobleman, and play Gwent with him, if you're interested in obtaining his card. He may not be here later, so it's worth pausing to play right now.

When you're ready, leave the castle via the large doors in the great hall to conclude this quest.



CRITICAL PATH QUESTS:

ACT I: VELEN

(NO MAN'S LAND)

In which three vast territories are thoroughly explored.

The first is the despoiled Velen, or No Man's Land, where the full horrors of the war between the Nilfgaard and the Redanian forces are revealed. The Bloody Baron, a local witch, and the Ladies of Crookback Bog all weave a tapestry of clues to the whereabouts of Ciri.

Critical Path: Act I: Velen (No Man's Land)

DANGER ALERT SPOILER ALERT XXX

! Main Quest: The Nilfgaardian Connection

Related Quests: Main Quest: The Bloody Baron; Main Quest: Witch Hunt
Locations: The Hanging Tree; Mulbrydale, Inn at the Crossroads, Heatherton
Characters: Hendrik
Enemies: Bandit, Rabid Dog

Questing Decisions

Though you are able to commence this Main Quest, which allows you to thoroughly explore No Man's Land (also known as Velen), you are free to start, stop, or go back to any other part of the Main Quest in any of the other major land masses of this realm. Your choices are as follows:

- Main Quest: The Nilfgaardian Connection, and commence the Main Quests across Velen (No Man's Land) (see page 70).
- Main Quest: Pyres of Novigrad, and commence the Main Quests across Novigrad (see page 96).
- Main Quest: Destination: Skellige, and commence the Main Quests across Skellige (see page 136).

Decisions, Decisions: Dealing with the Baron's Men

These boisterous idiots are the guards of the Baron's fortification, and your actions with them affect how easy or difficult it is to gain entry into the Baron's fort at Crow's Perch during Main Quest: The Bloody Baron. The problems aren't insurmountable if you accidently kill everyone that offends you, but are considerably easier if you're a pleasant sort.

Bantering with the Baron's Boys

Objective:
- Go to the Inn at the Crossroads.

Velen has been hardest hit in the recent wars, as is evidenced from the corpses swaying from the tree you pass, and the burned-out dwellings you witness as you follow the path through the hamlet of Mulbrydale. Continue on a roughly westerly direction to the river's edge, north to a ford, and across and up the hillock into the wooden-walled Inn at the Crossroads. Dismount at the inn's threshold, and enter.

Objectives:
- Finish talking to the innkeep about the agent called Hendrik.
- OR: Defeat the Baron's men.

You can have a natter at the two peasants sitting near the entrance, but you get little except a worried husband and scolding wife. Speak to the innkeep, ordering a drink until the peasants scarper, and some well-armored company saunters in, offering little but verbal offense against your kind. You can:

- **Tell them to back off or die, and start a pitched battle with the Baron's men. Slay the three in the bar, then take the fight outside to a couple more henchmen near their horses.**
- **Tell them you're a witcher, offering some verbal put-downs, but ending the conversation without unsheathing your blade.**
- **Ask if the men would care for a drink, and pay for their alcohol. This civility is likely to pay dividends down the road.**

Objective:
- Finish talking to the innkeep about Hendrik.

Conclude your chat with the innkeep, who explains where Hendrik is (Heatherton), what he's doing (shacked up with a widow) and his demeanor (he keeps to himself).

The Suffering of Heatherton

Objectives:
- Look for Hendrik in the village of Heatherton.
- Talk to the survivor and learn what happened in the village.

Depart from the Inn at the Crossroads, following the rough road eastward across fords and around forests. Avoid or engage any wild creatures, before descending a hill into the mist-laden Heatherton, seemingly cast in a strange frost. Wild dogs are picking the place clean; rid the only inhabitant of these scavengers before speaking with him.

The frightened villager must be calmed using Axii during conversation, after which he tells of the time the Wild Hunt razed this village, torturing poor Hendrik before casting a chill over the place.

Objectives:
- Find the agent called Hendrik.
- Search Hendrik's hut using your Witcher Senses.

Head to the cabin southwest of the addled villager. The bloodied corpse of Hendrik is easy to spot, hideous in his countenance. Rummage around in his clothing (specifically, his boots) to obtain a well-hidden key. Inspect the bear skin with your Witcher Senses; a draft reveals a trapdoor the key unlocks. Descend into the gloomy cellar.

With your Witcher Senses working, pass the poster offering a reward for the return of the Baron's daughter, and move into the adjacent room where Hendrik's merchant ledgers must be found. Investigate the candle holder mounted on a nearby wall between the two cellar rooms; use it and a secret compartment appears, revealing the ledgers.

- "Missing and Wanted": A report on someone matching Ciri's description appearing in Skellige.
- "Drunken Swine": That Ciri visited the Baron at his illegally-appropriated fort called Crow's Perch.
- "Clashed with a Witch": That Ciri landed in a swamp and there was conflict with a witch. Those in Midcopse may know more.
- "Caution Advised": Hendrik remarks that he's being watched, his dog ran off, and there was a strange glow observed in the sky.

This quest concludes with the only two probable leads allowing you to begin two separate new Main Quests: The Bloody Baron and Witch Hunt.

DANGER ALERT SPOILER ALERT

MAIN QUEST: BLOODY BARON

Converging Quests: Main Quest: The Nilfgaardian Connection; Main Quest: The Bloody Baron; Main Quest: Witch Hunt
Location: Crow's Perch
Characters: "Bloody" Baron Phillip Strenger, Sergeant Ardal, Old Peasant, Baron's Guard (you met at the Crossroads), Baron's Guard (Gatekeeper)
Enemies: Water Hag, Baron's Guards

QUESTING DECISIONS

This quest starts automatically once Main Quest: The Nilfgaardian Connection concludes. However, your previous decisions affect this quest. Did you:

- **Meet the Baron's men in the Inn at the Crossroads while completing The Nilfgaardian connection? If you did or didn't; you have minor conversation changes when attempting to enter Crow's Perch.**
- **Meet the Baron's men in the Inn at the Crossroads, and then buy them a drink? If you did, the soldiers aren't hostile, and you can enter Crow's Perch peacefully.**
- **Meet the Baron's men in the Inn at the Crossroads, and then kill them? If you did, the remaining soldiers are hostile, and you must find an alternate route into Crow's Perch.**
- **Avoid the Inn at the Crossroads entirely, and not run into the Baron's men? Then expect them not to trust you, leaving only crowns as payment for the method to gain entry (or the alternate way).**

HALT! WHO GOES THERE?!

OBJECTIVES:
- Go to the Baron's castle.
- Find the Baron.

Locate the wooden fortification on a marshy tract of land known as Crow's Perch, and enter via the rickety bridge (or jump the gap of the adjacent, even more rickety bridge). Pass through into the small village behind the outer walls. Turn right (east), and head along the main thoroughfare to a large brick gate. Push open the doors, race up the hill and stop at the main gate and portcullis, where the signpost is. What follows is a conversation with the Baron's men:

- **If you bought the Baron's men a drink, one of them is standing outside of this gate. Choose pleasant conversations, and you're let through into the inner courtyard, and you're told to follow the sergeant.**
- **If you weren't violent towards the Baron's men at the Inn at the Crossroads, or never met the Baron's men previously, four faces are guarding the outside of this gate. Choose pleasant conversations, and you're let through only after paying a bribe of 15 crowns. Then you're told to follow the sergeant.**
- **If you killed the Baron's men at the Inn at the Crossroads, two unfamiliar faces are guarding the portcullis from the inside. They know what you did, and aren't about to let you into this castle. You now need to find an alternate way to enter this place.**

UNDERGROUND OR OVER GROUND

You can choose to find a different way into the castle even if the Baron's men aren't hostile.

A PEACEFUL PATH: STROLLING THROUGH THE CROW'S PERCH BAILEY

OBJECTIVE:
- Follow the sergeant.

Follow in the footsteps of the sergeant, quizzing him about his desertion and how this motley band of men are fighting in the war. After a stroll past the stables, you're shown into the gardens where the Baron awaits.

A FORCEFUL PATH: INVESTIGATIONS LEAD TO A SUBMERGED SWIM

OBJECTIVES:
- Search the village to find another way into the castle.
- Talk to the old man.

NONE SHALL PASS

If you try this path before completing Main Quest: The Nilfgaardian Connection, the cave leading under Crow's Perch is blocked by fallen debris, with two of the Baron's men standing around arguing about who will clear it up. Arrive here during this quest, and the blockage has been removed.

Return to the village, and inspect this mostly deserted place—the villagers fled at the sight of you—for signs of someone who can help. An old geezer resting by the side of the thoroughfare is too old to move, but reckons he knows another way into the castle. For a humble offering, of course. You can:

- **(15 Crowns) Agree to pay the man, who tells you a story of a boy, drowned by a well near a shrine. A well that the man is certain leads into the castle via a submerged passage. The location of where the boy's body is found now appears on your minimap.**
- **Refuse to pay the man, and simply search the surrounding area outside the castle *(using this guide) to uncover the entrance.***

ANYBODY HOME?

You can visit the village at the foot of the main fort, and knock on every door to see if the inhabitants can help. Nobody answers, but you can hear them murmuring about your terrible reputation.

OBJECTIVES:

- Explore the area where the boy's body was found.
- Find the cave that leads under Crow's Perch.
- Dive underwater to enter the cave.

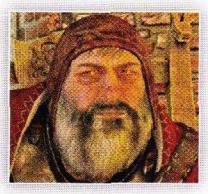
Call Roach, gallop down the rickety bridge and swing right (west), following the trail to an area of grassy high ground northwest of Crow's Perch. Locate this shrine, then wade down into the moat. A few steps to the southeast is an opening. Dive underwater, and swim southeast, and then south before surfacing inside the cave.

OBJECTIVES:

- Explore the cave and find a way into the castle.
- Climb up through the old well to enter the castle.

Climb onto the dry ground, vault up and over the climbable rocks, and look around until you spot light above—and a warty old water hag in front of you. After dispatching her, find a rough slope of stalagmites to ascend between, leading to a lamp-lit well with a ladder. Climb the ladder, and extract yourself from the well, landing in the gardens where the Baron awaits.

END: ONE TOUGH C--KER



Baron Phillip Strenger

The Baron is meeting with a Nilfgaardian officer. He promptly leaves, and the Baron speaks with you in an almost jovial manner, asking you to join him in his chambers. Your conversation choices should be based on your personal preferences; you can refuse a tipple or choose vodka if you wish. After some further waffle, the Bloody Baron finally reveals some juicy information. It seems Ciri visited the Baron appearing exhausted, wounded, and stinking like a soaked hound after a hard hunt. This quest now concludes, and Ciri's Story: The King of the Wolves begins.

DANGER ALERT — SPOILER ALERT

! MAIN QUEST: CIRI'S STORY: THE KING OF THE WOLVES

Related Quests: Main Quest: The Bloody Baron, Main Quest: Family Matters
Location: Riverbed near Lindenvale
Characters: Ciri, Gretka, Baron Phillip Stenger, Geralt
Enemies: Wolves, King of the Wolves

ARE YOU LOST?

This quest (which is the first of many to take the form of a flashback of Ciri's adventure before Geralt's) becomes available immediately after the conclusion of Main Quest: The Bloody Baron.

GRACE UNDER PRESSURE: CONTROLLING CIRILLA

Ciri is now the character that you control. She has the same maneuvering techniques as Geralt. In subsequent quests she develops some impressive magical capabilities. To further your knowledge of controlling her, see the Training chapter.

OBJECTIVES:

- Follow the riverbed and find help.
- Kill the wolves.

You land roughly with a thud. The river bank walls are too steep to climb. So you must venture forward, wading into the water and heading in a vaguely northerly direction along the pooled water of the low-running river.

A quick look ahead and up reveals a trio of wolves prowling a tree. A girl sits petrified, up on a high branch. Defeat these wolves with gusto, and rescue the girl (Gretka) and agree to follow her to Lindenvale. She murmurs something about "The Wolf King," but reassure her that, despite your wounds, you're more than a match for any hairy beast.

Cirilla

Gretka

HARVESTING

There are numerous plants to pick along the river bed, and wolf corpses to search. Do this now, as you're required to later.

OBJECTIVES:

- Follow Gretka.
- Protect Gretka from the wolves.

A few yards farther, Gretka retreats in fright and leaves you to slay a pack of five wolves ripping at a cow's carcass. Continue down the river bed, to the remains of half a boat, and even less of a corpse, torn and mangled. With Gretka away from this horror, inspect the following:

- The eyes—bloodshot and moist; he died recently.
- The head—his lips are parted and bloated; he bit through his tongue.
- The chest—crushed, with ribs piercing the fellow's lungs.
- The leg—something gnawed off one of his legs.
- The belly—strewn intenstines cover the boat like escaping sausage.

Summing up: a lycanthrope slaughtered this hapless peasant. This requires the mixing of some potent blade oil your uncle Vesemir taught you to brew, to help you when you face "The Wolf King."

NO FIENDS HERE

It is extremely important that you check the key wounds of this corpse (the chest, leg, and belly) to conclude these wounds were made by a werewolf. If you don't, your conclusion is that a fiend was responsible. This results in you preparing a different oil (that is effective against relics, and not lycanthropes). The recipe is similar (three mistletoe instead of three wolfsbane), but this oil is useless against the King of the Wolves, and combat becomes more difficult.

YOU AFRAID? THEN I'M NOT, NEITHER

OBJECTIVES:

- Acquire dog tallow (1).
- Acquire wolf's liver (1).
- Gather fool's parsley (2).
- Gather wolfsbane (3).

The first two items are found on the corpses of wolves. The second two items grow naturally along the river bed; so carefully continue down the river bed, picking plants as you go. Stop to defeat the three wolves, and search them for items. Don't venture further than the dead dog if you want to concoct your blade oil. With all ingredients found, you pause and grease your sword.

PATIENCE WITH YOUR POTIONS

If you ignore the acquisition of these ingredients, the forthcoming fight becomes much more of a dangerous slog.

If you mistakenly made oil that affects relics, when you strike the werewolf, it utilizes a skill called Full Moon, causing it to bulk up in size and transform into a stronger entity.

Now follow Gretka down the dry waterfall, and head right slightly into the foreboding cave, rather than towards Lindenvale itself.

OBJECTIVE:

- Kill the werewolf.

You need not meditate because you've already prepared for this battle. Take your greased-up silver sword and bound down to attack the King of the Wolves, a hefty werewolf that must be cut down. After the battle, you're taken to Crow's Perch, where the confused peasant isn't given any kind of reward for rescuing the Baron's daughters, as neither of them are apparently his kin, but Ciri is allowed to rest.

Now Geralt and the Baron are talking. Agree to help the Baron in the search for his missing daughter, and in the process learn more about Ciri's actions and whereabouts. This quest concludes, while the Main Quest: Family Matters and the Secondary Quest: Ciri's Room both begin.

DANGER ALERT SPOILER ALERT

MAIN QUEST: FAMILY MATTERS

Related Quests: Main Quest: Ciri's Story: The King of the Wolves, Secondary Quest: Ciri's Room, Main Quest: A Princess in Distress
Locations: Crow's Perch, Blackbough
Characters: Baron Phillip Strenger, The Pellar
Enemies: Baron's Men

SCRUTINIZING THE BARON'S BEDCHAMBER

OBJECTIVES:

- Follow the Baron.
- Use your Witcher Senses to search the room.

Follow the Baron up the stairs (listening to the anecdote about his daughter Tamara and a deer's arse), enter the Baron's bedchamber, and then Tamara's nearby room. You're here to make a thorough and complete sweep of all rooms on this floor of the castle, with your Witcher Senses picking out areas of particular interest. In the Baron's bedchamber, find the following:

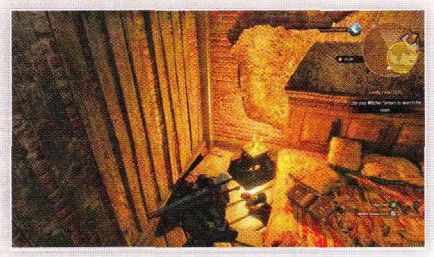
- A wooden candlestick with a broken stem.
- Fresh flowers on a side table (the Baron hopes his kin will return soon).
- A differently-colored section of the right wall where a painting once hung.
- A picture of the Baron and his wife. They look happy enough until you examine this picture more closely—which was moved from the right wall—and discover a hole behind the painting.
- Head around to the wardrobe behind the painting. Inside is a piece of candlestick; someone smashed it against a wall, and it broke through into the wardrobe.
- Check the wooden pillar near the desk; there are deep nicks as if a heavy object struck it.
- Return to the table with the candlestick on it. You can now make out wine stains from a smashed bottle. The wine stains are still visible.

Follow the scent trail across the landing and down the steps you just walked up with the Baron. As the scent disperses on the small landing between floors, examine a loose floorboard, and remove a strange folk talisman hidden underneath.

ITEM: Quest Item: Talisman

TAMARA'S HIDDEN TABERNACLE

The room to the right of the stairs (Tamara's room) also yields some interesting information, even though this is purely an optional investigation:



- An ugly doll by the side of the bed.
- A letter to Tamara on a sideboard, which can be read to give you clues to her background and whereabouts.
- Incense and an old rusty key can be found in a wardrobe here, too.

ADDITIONAL LOOT

There are numerous chests and furniture to loot as well, though it's best if you check no one is looking before rifling through the Baron's belongings.

OBJECTIVE:

- Use your Witcher Senses to locate where the scent is coming from.

Find the incense and old rusty key in the wardrobe in Tamara's chamber. When you wish to follow the scent of saffron, use your Witcher Senses to see the misty odor, and follow it down the stairs. This eventually leads down to a gloomy basement. You must maneuver between sacks of goods and grain to reveal a secretly-prepared shrine to the Eternal Fire, a religious sect famous for their hatred of mages. Examine the bowl with burning coal if you wish. There is also a prayer, seemingly written by Tamara.

There's another optional area to explore too. Inside the dining room where you first spoke with the Baron is a letter revealing Nilfgaardian demands on the Baron, as well as a few guards exhibiting just the right amount of contempt for your kind.

ITEMS: **Quest Item: Rusty Key, Quest Item: Incense, Quest Item: Letter to Tamara, Quest Item: Nilfgaardian Demands**

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: CIRI'S ROOM

CURSES, CLOTHING, AND A SMALL SPINNING TOP

OBJECTIVES:

- Examine the room where Ciri stayed using your Witcher Senses.
- Go to the kitchen and talk to Gretka.

Yet more evidence awaits you in Ciri's room, which is across from the kitchens on this floor (last door on the right). Inside you discover:

- A spinning top, which looks to belong to Gretka, who was rescued from the King of the Wolves.
- A set of Ciri's clothing (it seems she might have escaped via a nearby window).
- A strange book on the desk (read the notes from this book, and you discover Ciri was researching curses for some reason).

ITEMS: **Quest Item: Spinning Top, Quest Item: The Natural Obscurity of Curses**

Move to the the kitchen area, farther along this floor (last door on the left, past the barracks and the passage on the right leading outside). Here you find Gretka resting near the barrels in a storage area, taking a break from her hired chores. She tries to be helpful, especially after you give her the Spinning Top Ciri made for her, and mentions Ciri's recent activities. This Secondary Quest now concludes.

MAIN QUEST: FAMILY MATTERS (CONTINUED)

By now, you should have a wide variety of evidence to present to the Baron. Find and speak with him about:

- The doll—You ask about whether it was used in black magic rituals. It transpires that the doll is supposed to look like Triss Merigold, who Tamara saw when she was younger.
- The fight (with the candlestick and moved painting)—The Baron admits to being drunk and not remembering a thing. He agrees to ask his men if they heard anything.
- The talisman—Anna (his wife) wore it. It may be related to a pellar in Blackbough, or a cunning woman in Midcopse (though she only recently arrived). It seems a chat with the pellar is your next line of inquiry. Be warned, he's apparently addled with vexes. Exit the Baron's building.

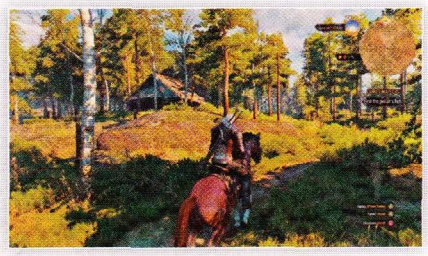
ELDRIC'S BAD BOWELS

In the yard below, you can observe two of the Baron's men waiting in line for the outhouse, while one is locked inside. Knock on this earthern closet, and you're told that Eldric has been on this toilet for some time.

OMENS NEVER LIE

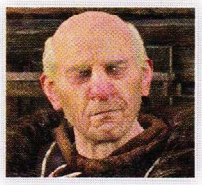
OBJECTIVES:

- Find the pellar's hut.
- (Optional) Kill the bandits attacking the pellar.
- Talk to the pellar.
- Nearest Signpost: Blackbough.



Leave Crow's Perch on a westerly path toward Blackbough. Once you uncover this village, travel into the woods along a path to the northwest. The pellar's cottage is besieged by the Baron's men, who've been sent to apprehend the fellow. It's important you prevent this from happening, in one of three vastly different ways. You can:

- Pay off the men. They aren't interested in gold; only justice for Eldric, one of their comrades who came to the pellar with "evil bowels."
- (Axii Delusion level 2) Tell the men to leave, addling one of their brains with Axii as you speak. They agree to depart peacefully.
- Offer a choice—they leave or die. Unfortunately for them, they choose the latter. Make short work of all five of them with your long steel sword.
- Ask what they want with the pellar; it seems he recommended a diet of rowanberries for a friend of the men, Eldric. Ever since, Eldric has had the screaming runs. Offer to heal Eldric, then you explain a way to lessen Eldric's condition. This satisfies the men, and they depart.



The Pellar

With the men gone, knock on the door and introduce yourself to the pellar, who likes to speak with a flair for the dramatic. The pellar made the amulet for Anna, to protect her from evil surrounding her. After asking where Anna and Tamara are, the pellar knows, but requires his goat (Princess) to be returned. She was scared off by the Baron's men, and only listens to the tinkling of her bell. She also enjoys wild strawberries.

ITEM: Quest Item: Pellar's Bell

DANGER ALERT SPOILER ALERT

! Main Quest: A Princess in Distress

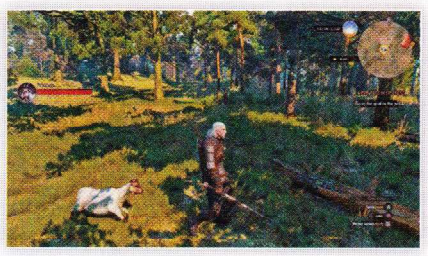
Related Quests: Main Quest: Family Matters
Location: Pellar's Hut
Characters: Pellar, Princess
Enemies: Bear, Wolves

HAVING A TINKLE IN THE FOREST

OBJECTIVE:

- Find the pellar's goat using the bell and your Witcher Senses.

Princess



You're automatically equipped with the Pellar's Bell, so access it now and have a tinkle. Then head into the grassy woodland in a westerly direction, behind the pellar's house. When you reach the objective area, use your Witcher Senses to track the goat's recent movements (and meals). When you see the goat, approach slowly, ringing the bell when you're within about ten feet or so.

HARVESTING

If you want to stop Princess from stalling while coaxing her to come, why not pick all the plant life from her location to the pellar's hut? Focus on raspberries and strawberries; anything that can slow her progress away from danger.

REALLY GETTING YOUR GOAT

OBJECTIVES:

- Bring the goat to the pellar.
- Defend the goat from the bear.
- Use the bell and lead the goat to the pellar.

The goat should slowly approach, and then you should head east, watching the goat behind you. Periodically, Princess stops to munch on a few wild strawberries. No big deal. Check your map so you're progressing directly towards the pellar's hut (rather than wandering the woods away from your goal). A few steps later, expect Princess to take a liking to some plant life near a steeper sloped area close to a bear.

Position yourself between the bear and Princess, and slay the ferocious creature (the bear). At this point, some fast walking and periodic bell-tinkling is all that's required to lead Princess out of the woods, and toward the loving arms of the pellar.

The pellar has knowledge you require; ask about a child that Anna miscarried. It was in some way a grotesque. Ask whether Anna was abused by the Baron. The pellar infers as much, but his evidence isn't watertight (it's related to Princess's habits of licking the hands of those that suffer). Now the child, thrown away without a proper burial, has become a botchling, cursed to wander and seek blood. The Baron should reveal this unhappy family secret if you speak with him. This quest concludes, and Main Quest: Family Matters recommences.

DANGER ALERT SPOILER ALERT

! Main Quest: Family Matters (Part 2)

Related Quests: Main Quest: A Princess in Distress; Main Quest: Ciri's Story: The Great Race
Locations: Crow's Perch, Smokehouse, Pellar's Hut, Wolven Glade, Fisherman's Hut, Oxenfurt
Characters: Oswin the Stablehand, Baron Phillip Strenger, Botchling (Dea), Lubberkin, the Pellar, Voytek the Fisherman, Tamara Strenger, Graden, Uma
Enemies: Botchling, Drowner, Rotfiend, Wraiths, Endriaga, Wolves

UNSTABLE: RETURN TO CROW'S PERCH

OBJECTIVES:

- Read the bestiary to learn more about botchlings.
- Talk to the Baron.

A thorough read of your Bestiary entry on botchlings reveals the true horror of their creation. Now gallop back to Crow's Perch. As you arrive, you may notice one of the large structures within the castle's walls has been set ablaze! Race up to the inner bailey. It seems the Baron has set the stables alight, and has drunk himself into a violent stupor. One of the stablehands is trapped inside the burning stables, along with the horses. You can:

- **Choose to save Oswin the stablehand, and his mares. Additional objectives are available before you meet the Baron. Attempt this, and you receive gratitude and a reward (in the form of crowns) from Oswin himself, once you leave Crow's Perch.**
- **Or more callously ignore the whinnying and screams, and focus on finding the Baron himself.**

OBJECTIVES:

- Save the stable hand and the horses trapped in the burning stable.
- Open the main gate to stables.

Race to the stables (the larger of the two burning buildings) and climb the exterior ladder, with Aard ready to cast. Work your way through the collapsing structure. When you reach a blockage, remove it using Aard. Drop down to the pens where Oswin and the horses are, and open the gate. Scramble to the right, head to the main gate, open it, and free the whinnying steeds.

A SOBERING CONVERSATION WITH BARON STRENGER

OBJECTIVE:

- Defeat the Baron in a fistfight.

Whether you saved the stablehand and horses or not, you must find the Baron close to the burning structure, and try talking to him. He is sotted, and can't be reasoned with; pummel him into submission with your fists and feet.

With knowledge of the Baron's violent behavior, tell the Baron he already knew his kin ran away, and choose any of the main conversation choices depending on how disgusted you are with the Baron (this only affects his verbal responses). He recalls the time Anna fled; a grim recollection of a bedchamber with blood everywhere. It was there on the bed—a stillborn. There was little else to do than take it outside and bury it. Now this child has turned. It is a botchling, with a blood bond still strong between it and the Baron's wife. This is the key to finding Anna and Tamara. For now, you wait until midnight, and dig the tiny corpse up.

A MISCARRIAGE OF JUSTICE

OBJECTIVE:

- Follow the Baron.

At the witching hour, follow the Baron down to the ruins of an old stone structure where the child's corpse was left, but not laid to rest. The botchling is on the prowl. You can:

- **Bury a botchling under the family's threshold, so it turns into a lubberkin (a spirit that could lead you to his family).**
- **Kill the botchling, syphon its blood, and take it to the pellar.**

Botchling (placated)

Botchling (seething)

The option you choose impacts the remainder of this quest, since there are two methods to pick from.

LIFE FOR A LUBBERKIN: KEEPING THE LITTLE ONE CALM

OBJECTIVES:

- Follow the Baron to the castle's entrance.
- Use the Axii Sign to calm the botchling.
- Protect the Baron from the wraiths.

If you spared the botchling's life, you order the Baron to gather the tiny terror into his arms, and head back up to the castle's threshold. Follow him as he goes, pausing only to deliver some killing blows on wraiths attracted to this abomination. Periodically, the botchling starts to squirm in the Baron's arms, and must be calmed. You can:

- Cast Axii close by the Baron, and keep the botchling placated.
- Ignore the Baron, or cast Axii too late, after which the botchling transforms into a much more dangerous form, which can't be reasoned with. It must be slain, and the second option (syphoning its blood) chosen.

Assuming you keep the botchling calm, you chaperone the Baron up through the castle's entrance, into the inner bailey, before tackling two more wraiths along the way. Finally at the threshold (by the main castle building), the Baron recites a chant, and the little one is consumed by the dirt. In one day's time, Dea should change into a lubberkin.

OBJECTIVES:

- Wait a day to be able to call the lubberkin.
- Summon it where the botchling is buried.
- Follow the lubberkin.

Interact with the grave (you automatically wait until midnight while meditating), and after some incantations, a blue transparent ghost rises up; the lubberkin has been summoned! This transparent miscreant darts off, and must be followed (on foot or horseback). It leaves Crow's Perch, heads left (southeast) past some drowners you should dispatch, to a lone smokehouse with a strange smell, near the Burned Ruins marker.

LIFE FOR A LUBBERKIN: TRAIL OF CARNAGE

OBJECTIVES:

- Search the area around the smokehouse using your Witcher Senses.
- Follow the lubberkin.
- Examine the dead horses.

Locate the following using your Witcher Senses:

- A bracelet near a group of barrels; one of the Baron's kin may have dropped it.
- Hoof marks and a horseshoe, indicating that they rode away.
- A change of clothing, showing they may have had help in their escape.

Set off following the lubberkin again. Further down the road, you stop at a horse carcass, and are set upon by two rotfiends. Flee or fight. Choose the latter, as you're able to inspect the various indignities the horse suffered:

- Bones—They have been here a while.
- Saddle—Partly chewed, possibly by a necrophage.
- Ribs—With marks from giant claws; not the necrophages currently in these parts.
- Legs—A missing horseshoe; perhaps this is the animal from the workshop?
- Head—Torn clean off by a powerful beast.

To summarize, a strong and huge entity slew this horse after surprising the riders. You hope they got away. The lubberkin wants you to follow her. After a few twisting paths, you end up at a fisherman's hut (east of the Burned Ruins marker). The quest paths now merge.

DEATH TO THE BOTCHLING: A TERRIBLE TANTRUM

OBJECTIVES:

- Kill the botchling.
- Talk to the pellar.

Draw your weapon and slay the botchling. It transforms into a large and ravenous beast. When you batter it below half its health, it becomes enraged. Spikes protrude from its back, and it regenerates quickly after each strike. It also summons hungry wraiths to further thwart you! After the fight, draw the blood despite the Baron's protests.

A LESS BOTHERSOME BOTCHLING

The botchling is vulnerable against the following:

Oil: Cursed

Quest Item: Botchling Blood

Sign: Axii

Lessen the impact of this enraged monster by casting Axii on the botchling, which stops its fast regeneration and causes its spikes to retract.

DEATH TO THE BOTCHLING: A RITUAL AT WOLVEN GLADE

OBJECTIVES:

- Follow the pellar.
- Prepare for the ritual and light the fires (3).
- Relight the fires in the braziers if they go out during the ritual (3).

Set off to find the pellar, at his previously-visited hut near Blackbough. Speak to him and convince him to perform a small ritual, deep within the woods to the north. Follow the pellar through this forest, removing any threats of wolves along the way. You reach the ancient circle of rocks—known to the locals as Wolven Glade—after speaking with the pellar about Vserad, the old lord of these lands. You are instructed to prepare for the ritual by lighting three brazier fires. Before the last one is lit (use Igni), you should meditate and prepare for a fraught battle to come. Do not come to the Wolven Glade unprepared!

The pellar daubs his face with botchling blood, and begins prophesying. As the winds whip up, and a flock of crows appear at each brazier in turn, their beating wings snuff the fires out. This creates a breach in the light through which wraiths can enter the circle and attack you! Relight these fires immediately, keeping a constant watch on all three of them. When one fire goes out, the longer you take to relight it, the greater the chances there is of more crows appearing to snuff out the next light, summoning more wraiths.

RITUAL BURNINGS: KEEPING YOURSELF SAFE

There are some tactics to ensure the ritual doesn't become overrun with wraiths:

- Position yourself close to the braziers and wait, so you can quickly relight them with Igni, rather than wasting time sprinting across the glade to light one.
- Don't use Igni as a Sign, but rather as an interaction at the brazier; the latter doesn't consume your Stamina.
- Concentrate on lighting the braziers first, before dealing with any wraiths, so further crows and wraiths don't appear.

Every time the braziers are fully lit, the pellar continues his prophecy. Once his seering is complete, no more wraiths enter the circle, so finish any remaining ones off. Expect to light the braziers three times. Fortunately, at the end of the ritual, the pellar speaks about a fisherman named Voytek, who apparently knows the whereabouts of Tamara and Anna. Afterwards, you can decide on the following:

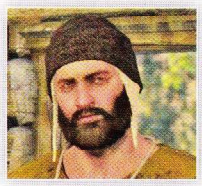
- **Walk the pellar back through the woods to his hut, to acquire his gratitude and a small reward.**
- **Tell the old man to traipse back to his hut on his own.**

With your new found knowledge about Voytek, you can simply ride to the fisherman's hut.

MERGED PATHS: FISHING FOR CLUES

OBJECTIVES:

- Look around the fisherman's hut.
- Find Anna, the Baron's wife.



Voytek the Fisherman

Enter the home, with a number of children who are promptly shooed away, except for one. You ask for the location of the Baron's kin, but the fisherman and his wife seem a little evasive, until one child spills the beans. Further questioning reveals that Tamara is staying with the fisherman's brother in Oxenfurt. Whereas Anna's location is more of a mystery. There's talk of a fiend attack, strange symbols burned into Anna's hands, and her speaking in the tones of a wisewoman. Time to pay the Baron another visit; before or after optionally attempting to find Tamara.

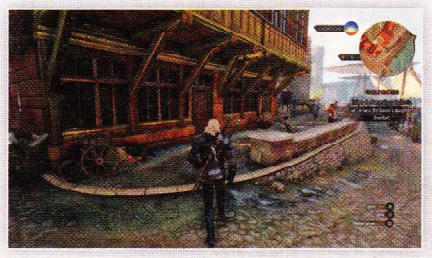
- **If you choose to find Tamara, it impacts the conversations available during Main Quest: Return to Crookback Bog, although it doesn't affect anything critical.**

OPTIONAL: RADOVID'S WITCH-HUNTING MAIDEN

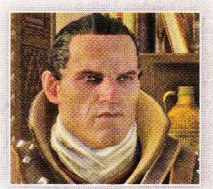
OBJECTIVE:

- Find Tamara, the Baron's daughter, in Oxenfurt.

Summon Roach, and gallop northeastward, to the smaller port city of Oxenfurt, which is under Redanian rule. In fact, the gates to the city may be closed. This isn't a problem, as you can simply dive into the river, and swim across into town!



Tamara Strenger



Graden

Dash along the shoreline street, and find the corner residence (in the northern part of the island) with a rug store and whetstones nearby.

- Inside, the fisherman's brother quickly summons Tamara. Ask any questions as you wish, as these don't impact your future actions. You can learn more about the Baron, the "thing" that grabbed Tamara's mum and disappeared into the woods, and the miscarriage. She won't see the Baron again, as she has new—and powerful—friends, the Church of the Eternal Fire: Redanian witch hunters. Graden, a witch hunter in the service of Roadovid of Redania saunters in to belittle you. But you leave Tamara to make her own decisions, and this objective ends.

If, after talking to Voytek, you returned to the Baron instead, he asks you to find Tamara. Agree, and as you leave, the Baron stops and hands you a doll; the one you may have found earlier in Tamara's room. During your conversation with Tamara, you can hand her this doll, and the conversation is slightly different, and more emotional.

THE WOEFUL DESPOT

OBJECTIVE:

- Talk to the Baron about his family.

Return to Crow's Perch. Head to the gardens within the bailey, and you're stopped by the sergeant, worried about the Baron's melancholy condition. Speak with the Baron, who is reading love letters from Anna, and explain to him how your search is going. Now you've fulfilled your end of the bargain, the Baron agrees to reveal more about Ciri's past exploits.

DANGER ALERT SPOILER ALERT

! MAIN QUEST: CIRI'S STORY: THE RACE

Related Quests: Main Quest: Family Matters, Main Quest: Return to Crookback Bog
Characters: Cirilla, Baron Phillip Strenger

THE GREAT RACE

OBJECTIVE:

- Beat the Baron in the horse race.

Ciri sits around a campfire, joshing with the Baron's men about her skills with a sword and horse. Answer the men's questions how you wish. After a challenge to race the Baron, start your race, galloping across the countryside (and following the path ahead of you, and on the minimap). Continue to gallop until you reach a lone tower, and the race is interrupted. The Baron recalls the whinnying horses as a huge flapping basilisk spooked the horses. But the story is interrupted as Baron stops the story under the following conditions:

OBJECTIVE (FAMILY MATTERS):

- Investigate all remaining leads in Velen and find the Baron's wife.

If you haven't concluded Main Quest: Ladies of the Wood (see page 83) yet, you receive a new objective as part of Main Quest: Family Matters, requiring you to search for further evidence of Anna's whereabouts. At the end of this quest, it is revealed that Anna bears a mark on her hands that matches the one drawn in chalk on Voytek's table. This allows you to conclude that Anna and "Gran" are the same person.

If you have already concluded Main Quest: Ladies of the Wood, you receive an objective to report back to the Baron. When he finds out about Anna, he is willing to finish his story about Ciri and the Basilisk, and Main Quest: Ciri's Story: Out of the Shadows begins.

DANGER ALERT SPOILER ALERT

! MAIN QUEST: CIRI'S STORY: OUT OF THE SHADOWS

THE BARON'S SAVIOR

OBJECTIVES:

- Kill the basilisk.
- Get to the top of the tower and rescue the Baron.

The Baron recalls the whinnying horses as a huge flapping basilisk spooked the horses, and forces you to draw your silver sword. With a mixture of well-timed blocking, parries, and strong attacks between those nasty beaked attacks and wing smashes, whittle down the beast's health, until it goes for the Baron, and your objective updates.

Climb the rocky buttresses at the foot of the ruined tower you're at the base of. Continue until you see the Baron at the top, and watch as Ciri saves him from a certain death. Soon after, Ciri departs.

END: A HUNCHED HOMUNCULUS

Uma

Geralt and the Baron conclude their talk. Ciri was looking for a sorceress, and all of them are in Novigrad. The Baron pleads with you to help him find Anna; who is trapped somewhere within the vast bogland south of here. Agree and Secondary Quest: Return to Crookback Bog becomes available once Main Quest: Family Matters concludes.

You're finishing your pleasantries when something hunched, with a huge bulbous head, escapes the sergeant's grasp and waddles into the great room. He's quickly lead away, but not before you quiz the Baron on who this fellow is (Uma), how he's in the Baron's company (won in a game of cards). After this odd interlude, all these quests conclude.

TYING UP LOOSE ENDS

If you have already finished all the Main Quests in Novigrad and Skellige at this point, you know what this strange creature named Uma is. In this case, Main Quest: Ugly Baby begins before the Baron leaves.

MAIN QUEST: HUNTING A WITCH

Related Quests: Main Quest: Wandering in the Dark; Secondary Quest: Magic Lamp; Secondary Quest: An Invitation from Keira Metz
Locations: Midcopse, Keira's Hut, Keira's Grotto
Characters: Keira Metz
Enemies: Nekkers

MALLEABLE MINDS AT MIDCOPSE

QUESTING DECISIONS

This quest starts automatically once Main Quest: The Nilfgaardian Connection concludes.

OBJECTIVE:

- Find the witch on your own or ask the residents of Midcopse about her.

Ride to the slightly depressing hamlet of Midcopse, and learn where the witch you need to question is. This can be done via conversations with the villagers, or by searching for her hideout independently. Here are two examples of peasants you can obtain clues from.

Begin near the central well, and look for residents murmuring about the witch. One is sweeping outside her cottage. Although this peasant has no knowledge, her husband does; the witch cured him of a bad back.

OBJECTIVE:

- Talk to the peasant who visits the witch often.

The husband is by the fence, right of the Whetstone, and isn't happy about revealing the location of the witch. Perhaps you could change his mind? You can:

- (50 Crowns) Pay him a few crowns to change his mind.
- (Axii Delusion Level 2) Influence him through magical means.

Either of these options causes him to describe where the witch lives, allowing you to exit Midcopse and search for a pond.

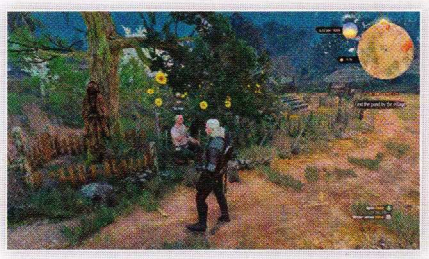
ANOTHER OPTION: SCUTTLEBUTT AMONG THE SWEEPERS

OBJECTIVE:

- Eavesdrop on the gossiping women.

You can find the two peasant women sweeping the path close to one of the village exits. They clam up if you're close by, but stand a little further away (as shown), and they tell you about the witch's location. This is a better option if you're saving your crowns, and don't have Axii at Level 2.

YET ANOTHER OPTION: TALKING TO THE WAR VETERAN



Or, sitting by a tree near the western entrance to the village is an old man clad in rags, smoking a pipe. He offers up the location of the witch quickly, and more easily than either of the other two options.

THE ENCHANTRESS IN THE GROTTO

OBJECTIVES:

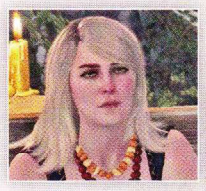
- Find the pond by the village.
- Find the lone boulder.
- Find the abandoned cart.
- Find the witch's hut.

Depart Midcopse heading roughly northward, with the pond's bank on your left side, and follow the path to a large oval stone. Take the right trail, up through a copse of trees to an abandoned cart and a group of nekkers you should slay. Continue along the path until you stumble upon the witch's hut. The witch shoos away some pleading villagers with a diseased cow problem. Enter the hut.

OBJECTIVES:

- Talk to the witch in her hut.
- Search the hut using your Witcher Senses.
- Enter the portal in the witch's hut.
- Find the witch.

Use your Witcher Senses to discover the witch's robes, a chalk pentagram, some interesting spell books, and a trapdoor down to a damp cellar. Look for the skull with the enchanted symbols and examine it. When a portal appears, step through it and into a large subterranean grotto. Don't be shy; head up the stairs and intrude on Keira Metz taking a bath. Feel free to talk to her about what she's doing in Velen, and the other sorceresses of the Lodge, but focus your chat on "a certain young woman."



Keira Metz

After some wry answers, Keira admits an elven mage had been asking about Cirilla too. The fellow wore a mask, and asked that Keira lead Ciri to him. Apparently he's hiding in some elven ruins in the southwestern wilderness just northwest of the Byways marker. Agree to visit this place, and you automatically head there. Main Quest: Hunting a Witch "rests," and Main Quest: Wandering in the Dark begins.

! Main Quest: Wandering in the Dark

Related Quests: Main Quest: Hunting a Witch; Secondary Quest: Magic Lamp; Secondary Quest: An Invitation from Keira Metz
Locations: Byways, Elven Ruins
Characters: Keira Metz, Nithral, Eredin, Caranthir
Enemies: The Wild Hunt, Drowner, Water Hag, Rats, Wraith, Duplicate of Geralt, Duplicate of Keira, Golem, Gargoyle, Hound of the Wild Hunt, Nithral

A BRIDGE TOO FAR

PREPARATION FOR EXPLORATION

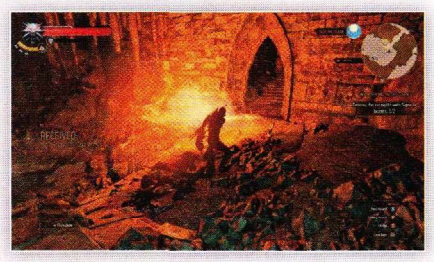
A brief meditation and gathering of strength (and the mixing of potions) is recommended before fully exploring these labrynthian ruins.

OBJECTIVES:
- Follow Keira.
- Go through Keira's portal.

Enter the cave, which opens up into a vast cavern with the ruins of an old elven bridge stretching out in front of you. On the opposite (north) side, a group of Phantom Riders—members of the Wild Hunt—are spotted! Keira conjures a portal and steps through. That screaming can't be good. You have two options:

- **Rush forward into the portal; alas something has distorted Keira's portal, and you're teleported to a distant cavern, surrounded by drowners. Slay these watery fools, then dive down into a flooded corridors, swimming back roughly south to the main chamber, before you continue your search.**
- **Ignore the portal, which disappears. Remain in the main chamber, and descend to the watery cavern ground below. Deal with half a dozen drowners (and a water hag) before starting your search for Keira. Again.**

OBJECTIVES:
- Use your Witcher Senses to find Keira.
- Destroy the rat nests with Signs or bombs (2).



Keira's screams are coming from the east (use your Witcher Senses to "see" a pulse of sound indicating the direction). Climb the stairs and head through the archways from the central pit, and follow the chambers (watching for foes along the way) around until you reach a rubble-filled room. It seems Keira isn't a huge fan of rats; produce a bomb (Grapeshot, Sumum, or Dancing Star), or use Igni or Aard, and remove the two large rat nests in this area before she drops her protective shield. Speak to Keira, and convince her to keep going.

ZIREAEL AND KELPIE: THE SWORD AND THE HORSE

OBJECTIVES:
- Explore the elven ruins and look for information about the mage.
- Explore the ruins and follow the Swallow symbols.

The Masked Elf (morphic projection)

Head south and east to reveal a morphic projection of the elf you seek. After some deduction, and knowledge that Ciri's sword is named "Zireael" or "Swallow," you embark on an inspection of nearby glyphs with a Swallow motif. Now head south, into a pungent, but vast chamber. The yellow vapor is from toxic mushrooms growing here, so set the clouds ablaze (from a distance) using Igni before you encounter and slay all the wraiths guarding this cavern.

CLOUD DISPERSAL AND THE FLOODED CORRIDOR

Before you advance into the toxic clouds, simply ignite them with Igni, or disperse them with a strong gust of air using Aard. But don't hang around here, as the clouds reform.

Also check a flooded corridor to the east, with a strange symbol at the entrance. Dive and swim down this submerged tunnel to reach an otherwise-inaccessible chamber that contains a rusty casket with a diagram, manuscript, and a fine sword. Watch for summoned wraiths afterwards, as you return.

Harvest any mushrooms you wish as you continue roughly northwest into a large tunnel with climbable sections. These lead to a strange octagonal chamber, and another elvish projection to listen to (by the Sign of the Swallow).

OBJECTIVES:
- Search the chamber using your Witcher Senses.
- Find something associated with Ciri's horse, Kelpie.
- Rejoin Keira.

Carefully inspect the glyphs along the wall, optionally using your Witcher Senses. None of them are signs of a horse, but activating the Kayran Sign triggers a spell that conjures a duplicate of both you and Keira! Return with more potent strikes to see off both of these reasonably weak, cloned specters! That chalk drawing of a dog isn't much help either; it explodes when touched, dealing significant damage and knocking you back. Leave that alone!

It seems the image of Kelpie isn't on this higher balcony, so jump and drop down into the octagonal pool. Wade to the picture of the horse and activate it. Then dive and swim roughly westward and northwest to escape the water pit. Climb the steps to a second horse glyph and activate it. Then scramble up the rubble and drop back down into the room; a door rumbles open.

OBJECTIVES:
- Explore new chambers with Keira.
- Enter the portal.

Through the door is a dead-end, and a portal Keira is sure distorted her own attempts at teleportation. It features the Sign of the Swallow; stand next to the arch and activate the portal. Then step inside.

OBJECTIVES:

- Examine the next room using your Witcher Senses.
- Fight the guardian.
- Continue exploring the ruins and follow the Swallow symbols.
- Find a way to activate the portal using your Witcher Senses.
- Enter the portal.

The next chamber features a lurching golem that must be fought. Climb the ruined stairs behind the golem, and turn left (southwest). Head down the passage as it bends around to the south. On the left there is a side passage down to another portal. Ahead and left is a dead-end cave guarded by a gargoyle. The latter isn't necessary to face, but when you enter there is no going back, since the entrance closes behind you! Awakened, the gargoyle needs to be slain for the stone door to open again. If you don't feel ready to face the gargoyle, head down the side passage to another identical portal. Activate the Swallow Sign and step through.

BITING COLD: NAVIGATING THE WHITE FROST

OBJECTIVE:

- Follow the Wild Hunt's warriors.

Success! You appear on the opposite side of the bridge in the initial cavern chamber, where the agents of the Wild Hunt were spotted. Head north up the steps, past some petrified sentries the Phantom Riders froze to death. Pass further guardians as you reach a massive, flat chamber. The Wild Hunt are on the opposite side, and their powerful mage fills the air with a biting cold; he has summoned the White Frost!

OBJECTIVES:

- Keep close to Keira and stay under her magic shield.
- Kill the creatures emerging from the rift.

You won't last a minute in this blizzard if you aren't properly protected; so Keira casts Demetia Crest's Surge; enveloping an area around you both in a sphere of calm. As Keira battles to keep the White Frost from encroaching, she slowly moves through the chamber. Your role is as follows:

- Protect Keira at all times; stay close and attack any bounding foes that appear from the rifts you are passing close to.
- The foes in question are hounds of the Wild Hunt. There are around nine or ten to slay in groups of three to four as you pass by each rift.
- Slay them quickly so they don't swarm Keira, and minimize your time away from Keira's protection, as the White Frost is very damaging.

Once across the room, Keira collapses in your arms as the spell took a great deal of power to maintain. You can offer two possible responses:

- Just don't faint on me—a more favorable response, light-hearted banter designed to elect a more positive response.
- If you can't go on—a less favorable response, if you aren't as interested in flirting with Keira.

YOU ARE STUBBORN, DH'OINE

OBJECTIVES:

- Chase the Wild Hunt's warriors.
- Fight the Wild Hunt warrior.

MEDITATION AND PREPARATION

You may wish to medidate, prepare potions and oils, and choose your favored blades before continuing. Remember, once you begin the following battle, you can't escape or retreat! You must slay Nithral!

Nithral of the Wild Hunt

Follow Keira as she dismisses a wall of ice, and follow her through a winding passage to another huge and flat chamber. A massive, armored foe strides forward; a warrior sent by the Wild Hunt to waylay you. Brandish your silver sword and prepare for battle!

- Nithral is your main focus. He wields a two-handed weapon, so brush up on your swordplay and your Signs and continuously attack him. All other opponents are secondary.
- At around three-quarters health, Nithral summons a rift, and Hounds of the Wild Hunt pour out. Expect three rifts during the remainder of the fight. Keep an eye on Keira, but otherwise only attack these foes when they encroach on your combat with Nithral.
- At around half health or less, Nithral summons another rift, and more Hounds leap forth from it. Expect around three of these foes, so back up if you're swarmed and fight methodically. Finish off these foes if Nithral falls first.

NITHRAL'S FALL

When Nithral attempts to heal (inside his magic bubble), do not attack him or face losing around 10 percent of your own health, as well as being knocked back. Nithral heals three percent of his health every two seconds, but stops healing and emerges from this protection when his underlings (the other warriors and hounds) are slain. So, kill his summoned minions as fast as you can, to keep Nithral from healing as quickly as possible; making him easier to defeat.

Buff yourself with a Swallow Potion, use Quen Sign as often as possible, and employ Thunderbolt, as well as heavy attacks, which pierce his armor.

JUST AN ILLUSION: ESCAPING THE OLD RUINS

OBJECTIVE:

- Look for information about Ciri using your Witcher Senses.

With the first Wild Hunt adversaries slain, loot their corpses before heading to the opposite (east) side of the chamber. Climb onto the raised area to discover a trove of books, laboratory equipment, and other trinkets. Have a thorough look around. You receive the last message from the masked elf, telling Ciri to trust no one; especially the witches of Crookback Bog.

Speak to Keira; even though she doesn't know the crones personally, she's read of them. She offers you instructions on reaching their location. Afterwards, search the laboratory (using your Witcher Senses). Gather the following:

ITEMS: **Quest Item: After the White Frost,**
Quest Item: The Elder Blood

As well as some burned notes, the only other area of interest lies in a section of wall. Your medallion trembles. Keira was expecting this—an illusion—so she brought an artifact that dispels such magic; the Eye of Nehaleni. She gifts it to you, along with a book to read.

ITEMS: **Quest Item: The Eye of Nehaleni,**
Quest Item: The Ladies of the Wood (Book)

OBJECTIVES:
- Use the Eye of Nehaleni to dispel the illusion.
- Follow Keira.

Approach the arched wall section, and equip the Eye. The magical illusion fades away, allowing access into an exit tunnel. Keira stops you once more, mentioning something about a magic lamp. She hopes you'll retrieve it for her. Choose a response:

- You can agree to help.
- Or head straight to Crookback Bog.

As before, the former response is more friendly, while the latter results in a more curt response from Keira. Either way, you have the option of completing the optional quest, or ignoring it. The former is recommended. Main Quest: Wandering in the Dark now concludes.

GATHERING TREASURE: RELICS OF THE PAST

Remember to gather any other items from chests you loot to increase your weapon collection and obtain other fine pieces of equipment. One of the most impressive is close to the entrance to the chamber where you fought Nithral. Look for an archway you can blast with Aard. Step through, and explore the corridors behind and treasure chests, one of which contains a powerful sword guarded by a foglet. Slay the monster, and the treasure is yours. Now return and exit with Keira.

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: MAGIC LAMP

Sister Quests: Main Quest: Wandering in the Dark,
Secondary Quest: An Invitation from Keira Metz
Locations: Elven Ruins
Characters: Keira Metz
Enemies: Golem, Wraiths

FOUR GUARDIANS, FOUR FLAMES, STANDING PROUD IN A LINE

OBJECTIVES:
- Follow Keira.
- Search the room using your Witcher Senses.

Head into another chamber, where a number of statues are standing. You sense a riddle. Beckon Keira over to read the Elder script carved on the wall. Her rough translation is as follows:

- Four guardians, four flames, standing proud in a line.
- The First to light his fire dared not march on the end.
- The Second, by the First, played a woeful lament.
- The Third kept close to his faithful beast.
- The Fourth marched not beside the First, yet like the Second, played a tune.
- And thus they stood o'er their queen, who slept benath flickering stars.

OBJECTIVES:
- Light the braziers in the correct order.
- Look for the lamp in the mage's laboratory using your Witcher Senses.

After some head-scratching, the riddle is solved thusly:

- The first guardian is just to the right of the arched doorway.
- The second is just to the left of the doorway.
- The third is to the right of the first guardian (far right statue).
- The fourth is to the left of the second guardian (far left statue).

Use Igni next to each statue's brazier. Once all four are lit, the door rumbles open.

A GHOST OF A CHANCE

Be careful! Each wrong answer summons a hungry wraith. Keira helps you battle them. After your second mistake, expect two wraiths to be summoned each time.

THE HIDDEN SEPULCHER

Enter the hidden elven sanctuary. Should you wish to, there is a climbable passage to your left, leading to a golem you can battle. Otherwise, inspect this sepulcher. After pondering who this is honoring, Keira produces the item she came here for—a magic lamp.

LAMP FIRST, GOLEM SECOND

If you need more help defeating the golem, pick up the lamp first before venturing to the golem chamber; this way Keira follows you, and helps out in combat.

OBJECTIVE:
- Find an exit leading to the surface.

Turn and head south, all the way to a side tunnel and steps up to the right (west) that end at a large boulder blocking your path. Produce the Eye of Nehaleni, and the boulder illusion dissolves.

Step out onto the misty shores of Lake Wyndamer, and speak to Keira once more. Choose a (pleasant or unpleasant) acknowledgement to visit her (at her hut) when you have the chance, and these quests conclude with you gazing out at Fyke Isle, close to a boat you can take out onto this lake, if you wish. You should also read "The Ladies of the Wood," when prompted, so you can directly head to Crookback Bog instead of chancing upon the Main Quest of the same name.

MAIN QUEST: LADIES OF THE WOOD

Related Quests: Main Quest: The Whispering Hillock, Main Quest: Ciri's Story: Fleeing the Bog, Secondary Quest: Return to Crookback Bog
Locations: The Orphans of Crookback Bog, Johnny's Burrow, Harpy Nest, Downwarren, Crossroads and Ancient Oak
Characters: Gran (Anna), Genny, Yagna, Aynara, Mikula, Travik, Johnny, Weavess, Brewess, Whispess, Ealderman of Downwarren, The Tree Spirit
Enemies: Drowner, Water Hag, Harpy, Wyvern, Bandit, Werewolf, Wolf

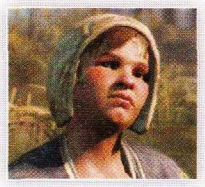
SWEET TREATS AND MEATS

QUEST DECISIONS

This quest becomes available once Main Quest: Wandering in the Dark has been concluded. Follow the general directions on your minimap to reach the southern swamps.

OBJECTIVES:
- Read "The Ladies of the Wood."
- Find the Crones of Crookback Bog.
- Use your Witcher Senses to find the shrine that marks the start of the Trail of Treats.
- Follow the Trail of Treats using your Witcher Senses.

Open the book Keira Metz gave you at the end of Main Quest: Wandering in the Dark, and read it; this pinpoints the entrance to the swamp where the ladies lurk. Venture into the muddy swamps until you discover the strange wooden effigy of a comely woman, with a necklace of treats draped around her. This starts you on a winding path of foxgloves and other flowers, along with sapling branches with more sweet desserts to spot hanging from branches or along the muddy ground. The path eventually winds its way into Crookback Bog, where you overhear a child singing a rather interesting rhyme.



Genny

Mikula

Aynara

Yagna

Travik

Gran (Anna)

A quintet of rosy-cheeked faces stare up at you from the pile of logs they were sitting around. Ask about your ashen-haired woman, and the conversation heads off at a tangent about orphans, the war, and little Johnny. A moment later, an old woman appears, admonishing her brood. Try as you might, your requests to discover more about this "Johnny" character fall on addled ears. Gran then departs; time for a further interrogation.

OBJECTIVE:
- Go to the hut and talk to the boy.

The boy who mentioned Johnny (the ruddy-faced Travik) holds a clue. Head south and into Gran's hut. Gran shields the child from you, and you won't get to question him right now. A more cunning plan is called for.

JOHNNY, JOHNNY, ATE A CAT, COME THE MORN SOME FUR HE S--T!

OBJECTIVES:
- Find a way to lure Gran away from the hut.
- Ask the children in the swamp village about Johnny.

You can speak to any of the four orphans not watched over by Gran. Find Mikula on the shallow bridge. Feel free to ask about Johnny, Gran, and the woods, but be sure to ask if they can help you out. They decide to play hide-and-seek. If you have gathered any fruits or sweets on your travels, you can forgo this game, and the children help you. Otherwise? Count to twenty, and no peeking!

COME OUT, COME OUT, WHEREVER YOU ARE!

OBJECTIVE:
- Find the hidden children using your Witcher Senses (4).

The four orphans (Travik isn't playing as he's inside the hut with Gran) scatter, and make haste to their hiding spots. Your unfair advantage is your Witcher Sense, which allows you to discover all four urchins rather easily, and in any order:

- Mikula—a trail of footprints leads into the northwest hut, where she's hiding.
- Genny—footprints lead up onto the roof of the eastern hut, and down the other side to a haystack, where he's hiding.
- Yagna—more footprints allow you to spot her behind some bushes behind the eastern hut, close to the corner of the building.
- Aynara—a trail of footprints leads to a thicket behind the southwest hut.

Enough tomfoolery! The children live up to their word, and coax Gran away from the hut with Travik inside. Head there, and receive knowledge about a strange tree growing on the edge of the swamp; that's where Johnny sometimes plays.

JOHNNY ON THE SPOT

OBJECTIVES:
- Look for Johnny in the swamp using your Witcher Senses.
- Find Johnny's footprints.
- Follow Johnny's footprints using your Witcher Senses.
- Lure Johnny out of his burrow.

Johnny the Godling

Head east and slightly south out of Crookback Bog, until you meet a few drowners and a water hag. Remove these threats before using your Witcher Senses to discover a set of small footprints. Follow them on a winding path to a strange burrow. Speak with this owl-eyed boy. It seems he isn't speaking back. Perhaps you can help?

OBJECTIVES:

- Follow Johnny.
- Defeat the monsters.
- Search the raven nest.
- Give the bottle to Johnny.

Johnny scampers off; follow him through the reeds, slaying a trio of drowners along the way to the foothills northwest of his burrow. Johnny points to a cliff ledge—time to climb. As you ascend the rocks, you may notice harpies above you. Equip your crossbow for added offense and remove a trio of these flapping fiends (and possibly, an inquisitive wyvern). Then approach the Raven's Nest, and loot it.

ITEMS: Quest Items: Sealed Bottle, Raven's Feather

Descend back to Johnny's location using any path you wish. Talk to Johnny, giving him the bottle which he promptly twists the top off, allowing an explosion of Godling waif. He tells you he's seen the ashen-haired girl at a nearby swamp village; the one you just came from!

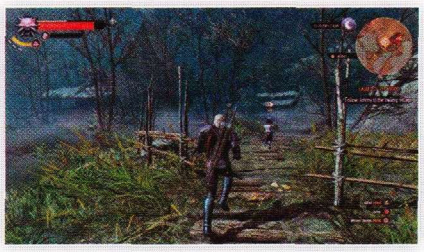
THREE CRONES, CROWING

OBJECTIVES:

- Follow Johnny to the swamp village.
- Defeat the monsters.

Chaperone Johnny as he scampers back towards Crookback Bog (there are drowners to defeat along the way), and wait as he convinces Gran (Anna) you should gain an audience with the crones. You enter a rickety home filled with candles, and a tapestry made of hair, showing three ladies most becoming. After a song, Anna speaks through the cloth to them. Ask about the ashen-haired woman; they have seen her, but need you to rid nearby Downwarren of a dark presence.

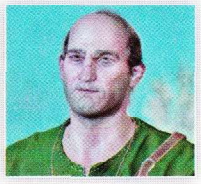
Anna brings you the dagger the ladies instructed her to give you. Afterwards, feel free to explore the cellar of the crones' hut, which has an interesting shrine and other detritus to look at.



ITEM: Quest Item: Ritual Dagger

OBJECTIVE:

- Talk to the ealdorman of Downwarren about the village's problem.



Ealderman of Downwarren

Make haste to the village of Downwarren, moving quickly through the gaseous swamp in a roughly northerly direction. Along the way, you may encounter a quartet of bandits by some abandoned farmsteads. Follow a rough path into the foothills, and up the grassy slopes into Downwarren itself. The ealdorman stands by his home clad in a green tunic. Speak with him; he speaks of an evil one feeding on bloodshed, under the mighty Ancient Oak tree on Whispering Hillock.

OBJECTIVE:

- Find out what's killing villagers from Downwarren.

There is evil afoot! Trek roughly southeast, possibly encountering hags in the mire along the way. Pass through the ruins, into a forested area close to the hillock. With your Witcher Senses, move to uncover a corpse with deep claw marks; there are two bodies along the path at the foot of the hillock.

A voice and ethereal footprints lead you up toward a clearing near the hillock, where a fearsome werewolf is roaming. He must be confronted and slain, sometimes with his two wolf brethren. It seems the source of evil is contained up a series of ledges (use your Witcher Sense to find them), and into a gloomy cave filled with dangling tree roots. This quest temporarily stops, and The Whispering Hillock starts immediately.

DANGER ALERT SPOILER ALERT XXX

! MAIN QUEST: THE WHISPERING HILLOCK

Locations: Ancient Oak, Crossroads
Characters: The Tree Spirit
Enemies: Bilge Hag, Drowners, Endreaga

OBJECTIVE:

- Find where the voice is coming from using your Witcher Senses.

The main path through this cave is blocked by roots, which are immune to Igni, so dive under water, swimming counter-clockwise to the continuation of the cave. The voice you've been hearing now reveals itself as a cursed tree spirit; a mass of pulsating globules and spines, a grotesque and bound creature.

The Tree Spirit

It begs you to free it. You can:

- **Trust the beast, and choose to help and free the tree spirit.**
- **Ignore the beast's pleas and choose to slay this abomination.**

TREE SPIRIT SAVIOR OR SLAYER?

Think your actions over, as they have a major effect on the village of Downwarren, as well as Main Quest: Return to Crookbag Bog (which includes the fate of the Baron and his family).

TREE SPIRIT SAVIOR: PREPARATION FOR THE RITUAL

Agree to help the tree spirit. In return, the tree spirit assures you it will free the orphans, but for that to happen, a rite must be performed. Raven feathers, white bones, and a swift steed all are needed in preparation for this ritual, and you've agreed to find them all.

OBJECTIVE:

- Find the bones of the spirit trapped beneath the Whispering Hillock using your Witcher Senses.

Depart the Ancient Oak via the passage to the north (which is your preferred entry point from this moment onwards). Head roughly westward, down the hill and into the swamp. You may be waylaid by a bilge hag and other drowner fiends. Remove these threats, before searching the objective area for a lone grave marker (shown) and loot these bones, not of human born.

ITEM: Quest Item: Woman's remains

OBJECTIVE:

- Obtain a raven's feather.

Obtaining a raven feather is extremely straightforward; you should have already gathered one from the harpy's nest during the previous quest (The Ladies of the Woods) when you were searching for the Sealed Bottle that gave Johnny his voice back. If you didn't grab the feather as well, trek roughly northwest from the Ancient Oak, climb up the cliffs to the nest (dealing with any returning airborne foes), and gather the feather.

ITEM: Quest Item: Raven's Feather

OBJECTIVES:

- Calm a wild horse using the Axii Sign and mount it.
- Bring a black horse to the cave beneath the Whispering Hillock.
- Nearest Signpost: Crossroads.

Journey roughly south and a little eastward, heading for the Crossroads signpost, and a hilly area of lush grasslands where the wild horses roam. Dismount if you're on Roach, and carefully approach any of the jet black horses. Slow down to a creep, as these horses are skittish. Then, use your Axii Sign to tame one of these mares. Ride it back to the Ancient Oak, and continue into the entrance along the north side, by the small shrine and gnarled lesser oak tree.

TAMING A WILD MARE

Is the horse whinnying and throwing you off its back? Then methodically move towards it, attempt another Axii, and repeat this taming plan until the filly is suitably docile.

Once inside the cave, the roots previously blocking your way part, allowing you to ride up to the tree spirit. Agree to start the ritual, and complete it using the dagger and ingredients you provided. The wild horse, now containing the spirit, vows to free the orphans of the bog. Meanwhile, you can inform the Downwarren villagers of your actions. This quest now completes, and The Ladies of the Woods continues.

TREE SPIRIT SLAYER: RETRIBUTION FOR THE VILLAGERS

OBJECTIVE:

- Destroy the heart in the tree's roots.

Vow to slay the tree spirit. In retaliation, the spirit folds its roots and protects itself with a magical shield, while summoning a group of endreaga to end your days. Fight these vile creatures with your silver sword and magic, and after slaying around three endreaga, plunge your blade into the tree spirit itself, weakening it. Repeat this process (ideally one more time), until the spirit is finally slain. With this evil spirit banished, you can inform the Downwarren villagers of your actions. This quest now completes, and The Ladies of the Woods continues.

! MAIN QUEST: THE LADIES OF THE WOOD (CONTINUED)

OBJECTIVE:

- Tell the ealdorman of Downwarren you took care of the problem.

Head north, out of the Whispering Hillock and across to where you slew the werewolf. Stride over to the green-tuniced ealdorman, and let him know the evil spirit haunting this place is no more.

- **If you freed the spirit, the ealdorman is incredulous; he can't believe you let this entity loose to sow its evil across the land.**
- **If you slew the spirit, the ealdorman has a palpable sigh of relief.**

The ealdorman takes the dagger that Gran (Anna) gave you, and returns with an offering for the Ladies of the Wood. Take the appendage.

ITEM: Quest Item: Ealdorman's Ear

BEHIND THE TAPESTRY: EVEN LOVLIER IN REAL LIFE

Weavess

Brewess

Whispess

The ear is placed on an altar stone. Anna is shoved forward by one of three grotesque giantesses. Abhorant forms, faces masked, but folds of skin scabbing and flapping in the bog breeze.

Two witches with too many limbs, and another ear to add to their collection. The crones reveal their true forms. They torment Anna, while eying you up and down.

- **If you freed the tree spirit, the crones lash out at Anna for letting their plump and juicy "piglets" escape.**
- **If you killed the tree spirit, the crones remark on the insanity of Anna.**

Now the conversation turns to you. Resist the crones' advances, and instead ask about the woman you seek (after optionally listening to them babble about the kids, the tree spirit, and other unsavory chatter. When it comes to Ciri though, the crones' recollections are most vivid.

DANGER ALERT — SPOILER ALERT

MAIN QUEST: CIRI'S STORY: FLEEING THE BOG

Locations: Crookback Bog
Characters: Ciri
Enemies: Drowners, Hounds of the Wild Hunt

THE HUNT CONTINUES

OBJECTIVE:

- Escape from Crookback Bog.

You find yourself trapped in the swamp water of Crookback Bog, with hounds of the Wild Hunt closing in on you. Fight for as long as you must. Unless you're particularly skilled, it is usually a better plan to sprint away, heading eastwards, and eventually escaping the slow-going waters of the marshland. However, Ciri is still being tracked by the Wild Hunt.

Back at Crookback Bog village, the crones slowly retreat, still sure of the the fate they have in store for you. Main Quest: Ladies of the Woods now concludes.

CRITICAL PATH: KEIRA METZ'S QUESTS

DANGER ALERT — SPOILER ALERT

SECONDARY QUEST: AN INVITATION FROM KEIRA METZ AND A TOWERFUL OF MICE

Related Quests: Main Quest: Wandering in the Dark; Secondary Quest: Magic Lamp, Secondary Quest: A Favor for a Friend, Secondary Quest: For the Advancement of Learning
Locations: Keira's Cottage, Fyke Isle, Oreton
Characters: Keira Metz, Vserad, Anabelle, Graham, Alexander
Enemies: Drowner, Ghoul, Water Hag, Ghosts, Wraiths, Plague Maiden (Pesta)

A HIKE TO FYKE ISLE

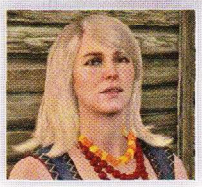
QUESTING DECISIONS

This quest becomes available once you complete all of the quests related to Main Quest: Hunting a Witch. Once this quest line has concluded, this becomes available. It is purely optional, but completing this quest allows you to continue to choose Keira's fate.

OBJECTIVES:

- Find a way to get to Fyke Isle.
- Head towards the tower.

ITEMS: Quest Items: Magic Lamp, Xenovox



Keira Metz

Return to Keira's cottage, close to the village of Midcopse, and enter Keira's cottage. She is communicating with the dead. After talking about the magic lamp she (or you both) uncovered, she requests a small favor from you. She wants you to visit the cursed Fyke Isle on Lake Wyndamer (where you appeared at the end of Main Quest: Magic Lamp). The place is now infested with wraiths. The curse supposedly is linked to Vserad, lord of these lands, who took refuge there when the Nilfgaardians invaded. Talk to the spirits there to find out more; by using the Magic Lamp she hands you. After explaining how you use it, she also gives you a Xenovox, with which to speak over long distances.

Exit Keira's hut, follow the path to a moored boat at the side of the lake, then use it to cross to Fyke Isle. Or, you can simply swim there. Feel free to run the boat aground at any point close to the looming tower that dominates the island; or stop further away, and bring your sword down on the groups of drowners and ghouls that lurk on the path, and close to the standing stones.

OBJECTIVES:

- Explore the tower.
- (Optional) Use the magic lamp to find ghosts.
- Find the mage Alexander's laboratory.

Cross the remains of a defensive boundary, watching for a lurking water hag. Ascend the exterior steps of the tower, and slip inside.

Ground Floor—now bring out your lamp and attempt to view your first ghost. An apparition stands close to the interior stairs, with another on its haunches nearby. They speak about the noble, how death is too good for him, and how they must find him atop this structure. Also present is the corpse of Vserad, the old warlord of Crow's Perch. They comment that he died, and they must find his daughter at the top of the tower.

Cellar—to the southeast is a door that leads to stairs with a storage room at the bottom. Use your Witcher Senses to uncover a pile of dead rats, and some spilled blood. Two ghosts are also here, stuck in time guarding the crates. They speak about releasing the vermin, and the harm the rats would do to a nearby village.

Upper Floor 1—head back upstairs, and climb more steps to reach the upper floor. A formal hearth and fancy tapestries lie strewn about and furniture is scattered around. The ghosts speak as soon as you enter; one named Vserad snaps at another named Anabelle about the condition of the peasants. He will not hear of their suffering. Then another (Alexander) shouts that intruders are through the door. Use your Witcher Senses to spot some strewn hammers on the floor; the peasants didn't ask nicely when they stormed this place.

Upper Floor 2—this landing area has two small bedrooms and exterior crenelations to gather loot from, and a simple ghost who died trying to loot items himself. He finds out, to his horror, while much of the treasure is still left here. This corpse is fresh, and it's the key to a different path when solving this quest.

Upper Floor 3—a set of five servant beds offer little but discomfort now and in the past.

Upper Floor 4—this balcony area has an interesting set of floor markings that you can see using your Witcher Senses. Head over to the lever on the opposite (north) wall to open this secret door, and climb the steps inside.

ALEXANDER THE NOT-SO-GREAT

OBJECTIVE:

- Use Keira's lamp to investigate Alexander's laboratory.

Anabelle

Upper Floor 5—enter a laboratory, and immediately check nearby shelf for some notes, as well as peering into the giant incubation chambers. Your Witcher Senses spot human forms; despicable experiments that once writhed inside. Gather both notes (for these subjects were used to test a cure for a disease called Catriona), and inspect the chambers before moving towards a gathering of ghostly particles.

ITEMS: Quest Items: The mage Alexander's log, part 1, The mage Alexander's log, part 2

Anabelle's wraith reveals itself to you, telling her tale of woe. Her beloved Graham was unable to stop the hordes rampaging up the tower, ready to slay all the lord's subjects after Alexander's experiments were discovered. It seems Anabelle's love seems to be the key to solving these forlorn hauntings. Her fate is tied to the isle, and her forgiving Graham (who failed to save her) may lift the curse that binds her. At this point, you have two possible paths to conclude this quest. You can:

- **Agree to help Anabelle gather her bones. Path 1 now begins.**
- **Ask about the fresh corpse you found in the tower (as previously indicated in this quest; of the looter). Tell Anabelle you don't trust her, and she becomes most angry. Path 2 now begins.**
- **If you didn't find the fresh corpse, simply tell Anabelle you need to look around the tower some more. She allows this, but seals the exit door on the lower floor. As soon as you attempt to leave, she begins to attack! Path 2 also now begins.**

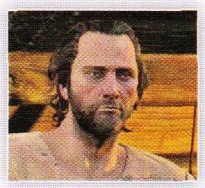
LOOTING (BUT NOT FALLING FROM) THE TOWER

Search the roof for items and a great view if you wish, but don't leap from this uppermost area, as your death is assured!

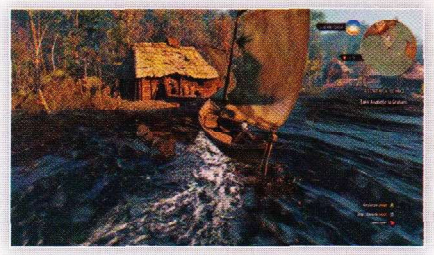
PATH 1: THE DISPLEASURE OF A PESTA

OBJECTIVE:

- Take Anabelle to Graham.



Graham



Agree to gather her bones. Descend to the marsh surrounding the tower (where you may discover another ghost—a villager desperate to find someone named Millie). Take the boat, or swim across the lake, heading northwards to the fishing village of Oreton. Graham's hut is on the western side. Knock on his door, and explain to Graham that Alexander the mage attempted to save Anabelle, drugging her to appear dead. She may have survived the assault on the tower, but not the rats that gnawed her to death while she lay immobile. Though wrecked with guilt, Graham knows what to do as you hand him Anabelle's bones.

ITEM: Quest Item: Anabelle's Remains

OBJECTIVES:

- Tell Keira you've lifted the curse on Fyke Isle.
- Investigate what happened.

Sprint off into the woods, until you hear a blood-curdling yell from Graham's hut. Head back, and discover his felled corpse still twitching, and Anabelle's ragged spirit hovering over him. She disperses; it seems she was a pesta (or plague maiden). Slaying Graham set her free.

PATH 2: THE FURY OF A PLAGUE MAIDEN

OBJECTIVES:

- Defeat the plague maiden.
- Follow the plague maiden.
- Defeat the plague maiden.

Continue to tell Anabelle you don't trust her, and that she's probably the monster in the tower, and she lives up to your hypothesis; forming into a more vicious plague maiden form of tattered terror. Battle her; after two successful strikes she turns transparent, and cannot be struck. She attempts to flee from the tower. Head to the lower floor where the exit is. There, on the marshy grounds at the base of the tower, you must fight her again. When you "kill" her, she disappears, but cannot be slain.

PLAGUE MAIDEN VULNERABILITIES

This pesta is vulnerable against the following:

Oil: Specter

Sign: Yrden

OBJECTIVES:

- Talk to Keira and find out who Graham is.
- Talk to Graham about Anabelle.

You speak to Keira through the Xenovox, about Anabelle's love (Graham). Keira lets you know where Graham resides. Take the boat, or swim across the lake, heading northwards to the fishing village of Oreton. Graham's hut is on the western side. Knock on his door, and explain to Graham that Anabelle has taken the form of a mournful pesta, but the curse can end if he truly loves Anabelle and can prove it. Graham agrees to help.

OBJECTIVE:

- Take Graham to Anabelle.

You reconvene with Graham at the entrance to the tower. Battle two wraiths as you enter the structure, and ascend up towards the laboratory, until Anabelle makes her appearance. She demands proof of his love (a kiss) and you're unsure this is wise. It doesn't matter to Graham however, and the two of them embrace. As if by magic, Anabelle's human form is revealed, but the coupling topples Graham as he dies on the spot. The curse is lifted, but at a cost.

END: I'M ALMOST INCLINED TO SAY "GOOD WORK"

OBJECTIVE:

- Tell Keira you've lifted the curse on Fyke Isle.

The paths now merge. Return to Keira's Hut (this is a horse ride heading northwest), and explain what happened. As always, Keira knew more than she let on. The quest concludes, and Secondary Quest: A Favor for a Friend automatically begins.

DANGER ALERT — SPOILER ALERT

SECONDARY QUEST: A FAVOR FOR A FRIEND

Related Quests: Main Quest: Wandering in the Dark, Secondary Quest: Magic Lamp, Secondary Quest: An Invitation from Keirz Metz
Locations: Keira's Cottage, Hangman's Alley
Characters: Keira Metz
Enemies: Drower, Water Hag, Rotfiend
Recommended Items: Keira's Magic Lamp

PACKAGE FOR KEIRA

OBJECTIVES:

- Collect ingredients from the missing transport using your Witcher Senses.
- Nearest Signpost: Hangman's Alley.

QUEST DECISIONS

This quest is accessible once you have completed Secondary Quest: An Invitation from Keira Metz, and Secondary Quest: A Towerful of Mice. Completing the following quest allows you to continue to choose Keira's fate. Start the quest by revisting Keira at her cottage deep within the Velenian woods, close to Midcopse.

Keira Metz

Fyke Isle is free of its curse, thanks to your previous questing actions. You can also speak about the research Alexander was doing. After you say your goodbyes, Keira urges you to stay a little longer; she has a small favor for you to complete. A delivery of substances from Novigrad hasn't arrived, and she hopes you may find it. Start your search at Hangman's Alley once any aquatic foes have been vanquished.

With your Witcher Senses, follow the heavy merchant cart tracks southward until they leave the road. A lost wheel and debris scattered over a low ridge is what you'll discover, along with a locked box with Keira's ingredients.

Close by, a rotfiend is nibbling on the remains of the merchant. After defeating this foe, check the dead merchant for a letter you can read.

ITEMS: **Quest Items: Package for Keira, Missing Merchant's Letter**

BYC'HANE, GVYN, CAEFFYL!

OBJECTIVES:

- Bring the ingredients to Keira.
- Race Keira to the meadow.

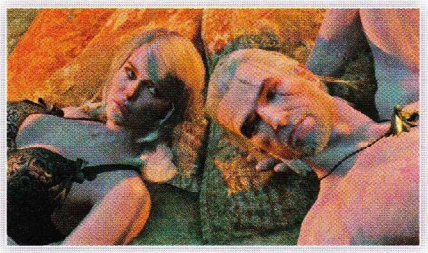
Return to Keira at her hut, and let her know you have her ingredients. It so happens that these are part of a surprise Keira has planned for you. Also included are two white mares; horses transformed from mice with a 66.67 percent chance of success. Agree to race Keira on these steeds to a meadow where her surprise continues. The race is straightforward, involves you following the trail along the minimap (though you can take shortcuts and force your horse to gallop to attempt to beat Keira to her woodland glade).

END: FRIENDS WITH BENEFITS

OBJECTIVE:

- Find Keira using your Witcher Senses.

At the meal, the conversation takes a turn for the romantic. When Keira becomes most forward with her advances, you have three different conversation choices. You can:



- **Say you don't have to ask twice. Using your Witcher Senses, you discover a trail of Keira's clothes. You head into the undergrowth (and start to explore…). After some writhing, you gaze up at the stars, before you're put to sleep by a spell. You awaken with Keira nowhere to be seen, while you stare at Fyke Isle.**
- **Tell her you're not in the mood. She asks if you have any "performance anxieties," after which you agree to lie and watch the stars. She puts you to sleep with a spell, and you wake up staring at Fyke Isle.**
- **Inform her there's someone else. She calls you old-fashioned, you agree to lie and watch the stars with her, after which she puts you asleep and leaves you to waken, staring at Fyke Isle.**

The quest now concludes.

Carnal Knowledge: Keira Metz

DANGER ALERT — SPOILER ALERT

SECONDARY QUEST: FOR THE ADVANCEMENT OF LEARNING

Related Quest: Secondary Quest: A Favor for a Friend
Location: Fyke Isle
Characters: Keira Metz
Enemies: None

MY INTENTIONS ARE PURE— LIKE A VIRGIN'S TEARS

QUEST DECISIONS

This Quest becomes available once Secondary Quest: A Favor for a Friend concludes.

- **If you chose to have "relations" with Keira during Secondary Quest: A Favor for a Friend, you have an additional conversation choice during your chat with Keira, regarding this fact.**

OBJECTIVE:

- Find out what Keira's doing in the tower on Fyke Isle.

Keira Metz

There is a light on atop the tower in Fyke Isle. Journey to the source of Alexander's experiments, and Keira Metz greets you at the base of the stairs. You ask her if she found what she was looking for. Indeed she did; notes allowing her to concoct a remedy for the Catriona plague. One she plans to take to Radovid in exchange for monies and even the forgetting of her past associations with the Lodge. At this point, your conversation choices matter. You can:

- **Tell her you can't let her do that (or that you can't believe you had "relations" with her). This more strident attitude does not sit well with Keira, and allows you to start Quest Conclusion 1.**
- **When she mentions seeking out King Radovid and attempting to manipulate the ruler, agree with this plan. This results in Quest Conclusion 2.**
- **Tell her it is suicide. This more forgiving nature allows you to start Quest Conclusion 3.**

THE FATE OF KEIRA METZ

Be very careful with the conversation choices you make; some of these you can't take back! The choices listed here show you how to end this quest either favorably, or unfavorably, towards Keira. There are other choices too, but the listed ones are most important.

QUEST CONCLUSION 1: THE ADVANCEMENT OF SPURNING

Keira becomes increasingly short with you, ending the conversation abruptly, perhaps with a few truths that hit a little close to home. At any point during the conversation, insist that she hand the notes she made on the plague over to you. She isn't about to part with them, and the argument degenerates into a fight. Slay Keira Metz (beware of her powerful shield and magical lightning strikes; you may need to retreat and use the tower for cover, as well as dodging constantly), picking up and burning the notes from her corpse as the quest concludes.

- **As you might have guessed, Keira Metz is not available to help defend Kaer Morhen during Act 2: Main Quest: The Battle of Kaer Morhen.**

QUEST CONCLUSION 2: THE ADVANCEMENT OF BURNING

- **Keira has a plan to sell her secrets to King Radovid, in return for the ruler sparing her life (as he is currently exterminating all the mages of the lands). Agree to her plan, and leave her to be on her way. You don't hear from her again until Act 3: Final Preparations, where you learn she has been burned at the stake at Hierarch Square in Novigrad. During Main Quest: The Great Escape, Triss asks for your help in removing her corpse.**

QUEST CONCLUSION 3: THE ADVANCEMENT OF YEARNING

Keira tells you to shut up, twirls around, and shows off the bedbugs that bite at night. Bedbugs! This swamp is no place for a member of the Lodge of Sorceresses! Tell her "Go to Kaer Morhen." You let her know to expect a battle with the Wild Hunt, and that you've been listening to her; Keira wants her dignity back. Her performance in the forthcoming battle will show everyone what she is made of. Ask her "See you at Kaer Morhen," and she agrees, teleporting away as the quest concludes.

- **Keira Metz becomes available to help defend Kaer Morhen during Act 2: Main Quest: The Battle of Kaer Morhen.**

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: THE FALL OF THE HOUSE OF REARDON

Related Quests: Secondary Quest: Ghosts of the Past
Locations: Lindenvale, Reardon Manor
Characters: Dolores Reardon
Enemies: Wraiths

MONSTER IN MY MANOR

OBJECTIVES:

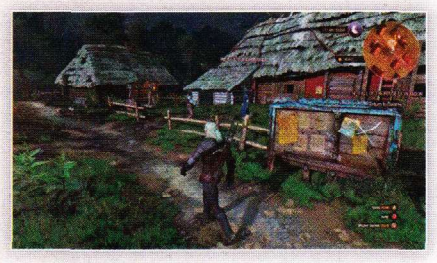
- Ask Dolores about the monster in her manor.
- Find the Reardon family manor.

QUEST DECISIONS

This quest is accessible once you have completed Main Quest: Imperial Audience. However, whether you complete The Fall of the House of Reardon, or start Ghosts of the Past, hinges on the following:

- **PC Only: Is Letho still alive in your *Witcher 2* game? If he is, Ghosts of the Past becomes active.**
- **PC Only: Is Letho dead in your *Witcher 2* game? If he is, only The Fall of the House of Reardon is active.**
- **PC, PS4, Xbox One. Without a previous save game? Then Ghosts of the Past cannot be started, unless you answered your conversation choices with General Voorhis during Main Quest: Imperial Audience, and mentioned Letho is alive, not dead. Only then can Ghosts of the Past be started.**

To begin this quest, visit a Notice Board, such as the one in Lindenvale, and read the letter marked "Monster in my Manor!"



Dolores Reardon

After finding her notice pinned to a board on your travels, journey to the settlement of Lindenvale, and search for poor old Dolores Reardon; she's being thrown out for non-payment of rent. In fact, Dolores isn't that poor; she owns the Reardon manor nearby, but the infestation of monsters on the property hasn't allowed her to spend her golden years there. Agree to help her rid the manor of her monster problem. Now journey eastwards from Lindenvale to reach the eerily quiet manor grounds to begin your search.

A FEW NEW TENANTS

OBJECTIVE:

- Kill the monsters in the manor.

DECISIONS, DECISIONS

- **Wraiths lurk in this manor if Letho is dead in your *Witcher 2* save game.**
- **The manor is strangely empty, but full of traps, if Letho is alive. Either way, you can complete The Fall of the House of Reardon, whether you finish Ghosts of the Past or not.**

It doesn't take long to find the new tenants that are haunting this property; a trio of wraiths are to be searched for and dispatched. Look behind, inside, and around all the buildings as you go. Once all of the wraiths are dispatched (expect four), you may wish to make a careful search of the premises.

Optionally, (after completing Ghosts of the Past) locate the cellar steps on the southern exterior of the main barn, and break through the weakened wall in the cellar below using Aard to discover a skeleton. Using Witcher Senses, you confirm it was Dolores' brother Humbert; killed here by her husband Roderick.

END: REARDON FAMILY SECRETS

OBJECTIVE:

- Return to Dolores.

Head to the back corner of the barn where you should utilize your Witcher Senses and discover some graffiti with Dolores' name written on the wooden planks of the barn wall (as shown). Check this area for a loose board, which reveals a small lockbox. Remove the contents. These treasures are the payment Dolores expects you to take. She'll tell you as much if you return to her empty-handed. Either way, once you speak with her back in Lindenvale, optionally telling her of her brother's murder, this quest concludes.

ITEM: Reardon Family Treasure

SECONDARY QUEST: GHOSTS OF THE PAST

Related Quests: Secondary Quest: Fall of the House of Reardon, Main Quest: The Battle of Kaer Morhen
Locations: Lindenvale, Reardon Manor, Louis' Hideout, Arnout's Hideout
Characters: Dolores Reardon, Letho of Gulet, Louis, Arnout Vester
Enemies: Wraiths, Headhunters (Bandits), Bandits

A FAMILIAR NEW TENANT

OBJECTIVES:
- Search the farmstead. Search the barn.
- Kill the bounty hunters.

QUEST DECISIONS

This quest is only available if Letho is alive in your *Witcher 2* save game (PC only), or if you answered that Letho is alive during your conversations with General Voorhis at the Palace of Vizima, during the Prologue.

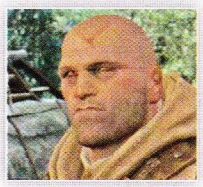
Remember you can complete both this, and Fall of the House of Reardon, in any order you like.

It doesn't take long to discover any monsters have long since fled this place. Instead, the area around the farmstead is riddled with dozens of well-set traps. These include the following:

- Trip-Wires—a thin wire at ankle-height, with an explosive charge rigged to set you on fire, or a crossbow ready to puncture you.
- Explosives—a fiery bomb planted into the earth, ready to explode if you step on it.
- Spiked Pits—horribly deadly, these pits of leaves are fallen into if you don't take adequate care.

FANCY FOOTWORK OR CLUMSY CARNAGE

Slow your pace down considerably as you search the manor premises, or you may set yourself on fire, or fall down into a spiked pit and die. Fortunately, the trap locations appear on your minimap while using your Witcher Senses, and all (but the spiked pits) can be disarmed.



Letho of Gulet

It isn't necessary to disarm all the traps; simply head to the barn on the south side of the courtyard, and open it. Drop down and disarm two trip wires, before spotting an attic above you. Ahead is a ladder you can prop up and climb to reach whoever has been setting these deterents.

You may be surprised to discover the culprit behind the trap-laying; the man-mountain named Letho who you've had previous dealings with. Now he's on the run, mentioning an old friend of his named Louis. However, your chin-wagging stops as a noise outside indicates his pursuers (Arnout Vester's men) have found him. You can:

- Choose to let Letho fight the Headhunters himself.
- Choose to drop down into the courtyard and aid Letho in his fight.

Afterwards, Letho asks if you'd like to accompany him to find Louis.

HERE LIES LOUIS

OBJECTIVES:
- Ride with Letho and find Louis.
- Kill the bandits.

Louis

Set off on horseback, following Letho as he explains his predicaments, and the double-crossing curr that you're searching for. It doesn't take long to follow Letho into Louis' camp. Louis is accused of sending Vester's men to the Manor, and the conversation soon degenerates into blind, ugly violence. Slay the five bandits (or watch Letho do it). Afterwards, Louis gurgles the location of Vester himself, before he bleeds out.

LEAVING VESTER TO FESTER

OBJECTIVES:
- Ride with Letho to Lindenvale.
- Accompany Letho around Lindenvale.
- Deal with Vester and his men.

Arnout Vester

Letho speaks about Vester as you canter down the hill and take the trails to Lindenvale. This guy is a piece of work, and he is part of the Nilfgaardian underworld. As you reach Lindenvale, watch Letho as he rides to some suspicious horses worth more than the village. You inform a young child to tell her parents to flee from here.

- After an impressive explosion, Vester's men flee the barn, while Letho approaches Vester and tells you not to interfere, no matter what. Letho intimidates one of Vester's crew into firing a crossbow into Letho's shoulder, but this only causes Letho's simmering fury to come to the boil. After a brief and bloody melee, Letho lays on the ground, appearing to be mortally wounded, and surrounded by the corpses of Vester's bounty hunters. Vester himself is still alive, flanked by the only two other men still alive. You can:

Simply walk away, failing the quest. Letho is not available during Main Quest: The Battle of Kaer Morhen.

Permit Vester and his men to leave, but not without first taking Letho's snake amulet as proof they killed the witcher. You must talk Vester out of taking Letho's head; they settle on the amulet.

Interfere, standing up to Vester and choosing to slaughter him and his men.

If the two latter choices are made, Letho subsequently reveals himself to be poisoned, but still quite alive. Faking his death allowed those hunting him to believe Letho was killed, and the snake amulet was proof of this. Of course, if you stuck your sword into Vester, there's no one to corroborate this plan, which isn't Letho's preference. Either way, you can invite Letho to Kaer Morhen. Despite his past atrocities, he may be extremely handy in the battles to come.

Ghosts of the Past now concludes. Now return to Dolores and finish The Fall of the House Reardon.

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: RETURN TO CROOKBACK BOG

Related Quests: Main Quest: Family Matters, Main Quest: The Ladies of the Wood
Locations: Downwarren, The Orphans of Crookback Bog
Characters: Ealdorman, Baron Phillip Stenger, Tamara Stenger, Graden, Anna Stenger, Baron's Men, Witch Hunters
Enemies: Drowners, Rotfiends, Water Hags, Fiend, Weavess, Brewess, Whispess

QUEST DECISIONS

This quest becomes available once you complete all of the quests related to Main Quest: Family Matters, and Main Quest: The Ladies of the Wood. Once both these quest lines have concluded, this becomes available. It is purely optional.

One previous decision during Main Quest: Family Matters has a minor effect on this quest:

- **If you chose to visit Tamara in Oxenfurt, there are some different conversations between her and the Baron during this quest.**

One previous decision during Main Quest: The Ladies of the Wood has a major effect on this quest:

- **If you elected to kill the tree spirit, the village of Downwarren is intact, and both Anna and the Baron's fate play out differently (Path 1).**
- **If you elected to work with the tree spirit, the village Downwarren is destroyed, and both Anna and the Baron's fate plays out differently (Path 2).**

OBJECTIVE:

- Meet the Baron in Downwarren.

PATH 1: DECIMATED DOWNWARREN

Enter the marshes and wade your way to the hilly ground and decimated village of Downwarren. The Baron is speaking to the ealdorman about this razed hamlet; apparently a jet black mare with red steaming eyes slaughtered the ealdorman's kinsfolk. You explain it was the spirit of the forest that you freed. The Baron isn't concerned about these peasants, but the ealdorman pipes up that a band of witch hunters passed through; with some lass leading them, and asking after her mother. There's little time to lose!

PATH 2: DISQUISITION IN DOWNWARREN

Enter the marshes and wade your way to the hilly ground and village of Downwarren. The Baron is already interrogating the ealdorman about a band of witch hunters that recently passed through, with some lady leading them, and demanding knowledge of her mother's whereabouts. You must meet up with them at once; there's little time to lose!

TIME TO PREPARE

Actually, you can lose all the time you wish, if you wish to meditate and prepare for a protracted battle, which is what is in store.

OBJECTIVES:

- Go with the Baron to the crones' huts in the bog.
- Help the witch hunters fight the monsters.

PATHS 1 AND 2: TOGETHER, BUT NOT REUNITED

Set off in a roughly southerly direction down the hill, and into the misty marshland. With the Baron by your side, you may wish to fight small bands of drowners, rotfiends, and water hags on your own, or with the Baron's men aiding you. Or, you can simply flee past these adversaries, staying on the firmer ground, and heading straight for the relative safety of Crookback Bog Orphan's Village. As you arrive, a group of witch hunters—lead by Graden, who recognizes you if you met him in Oxenfurt during Main Quest: Family Matters—is finishing off a group of degenerate drowners. You can either help them or watch.

Baron Phillip Strenger

Tamara Strenger

Graden

After the fracas, Tamara Stenger approaches.

- **If you met Tamara earlier, she recognizes you.**

The Baron attempts a reconciliation with her; difficult at the best of times, and impossible now with the interjection of Graden, her new witch hunter brethren. Answer any questions how you wish (go as easy or as harsh on the Baron as you want), before Graden asks where the crones are, and the village is searched.

Anna Stenger (mad woman)

Anna Stenger (hag woman)

- **PATH 1: If you killed the tree spirit, an addled Anna stumbles out of her hut, babbling incomprehensibly, and frightening Tamara.**
- **PATH 2: If you helped the tree spirit, a horrific and monstrous Anna shambles out of her hut, turned into this abomination by the crones.**

You must deal with her later, as something monstrous is coming your way.

PATHS 1 AND 2: FENDING OFF A FIEND

OBJECTIVE:

- Prepare for a fight.
- Kill the fiend and the other monsters.

Powerful magic has brought forth many of the marsh's most ferocious monsters, and combat begins with drowned dead, drowners, and water hags to tackle. While the ghostly voices of the crones echo around the bog, a lolloping fiend crashes into the fray, and you should concentrate your attacks on this giant of the bog, until it topples into the effluent.

FIEND VULNERABILITIES

The fiend is vulnerable against the following:

Bomb: Samum

Bomb: Devil's Puffball

Oil: Relict

END: THE FATE OF GRAN

The fight is over, and Graden thanks you for your mettle, but the crones live on and elsewhere. Their plaything, now wretched and barely human, has a predetermined destiny (as does the fate of the Baron himself):

PATH 1: CONVALESCING IN THE BLUE MOUNTAINS

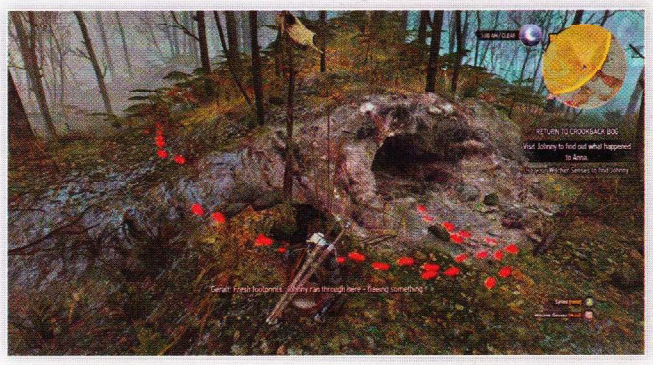
The insane Anna is gathered up by the Baron, who vows to take her beyond the Blue Mountains, and heal her no matter what it takes. Tamara begrudgingly agrees, and the family part ways. The quest (and your dealings with the Baron) now conclude.

PATH 2: CURSED IN THE CROOKBACK BOG

OBJECTIVES:

- Visit Johnny to find out what happened to Anna.
- Use your Witcher Senses to find Johnny.
- Tell the others what happened to Anna.

The monstrous Anna has been cursed. After Tamara pleads with you to help, you mention Johnny the Godling might have an answer as to what happened. Head northeast into the swamp, clearing Johnny's burrow of any drowners and a water hag, and inspect the lair.



Johnny the Godling

Johnny is missing. Use your Witcher Senses to uncover his footprints. Follow the footprint trail east and a little southeast, to a collection of planks and posts masquerading as a den. Johnny is hiding in there. When you question him about Anna, he explains he was with her when the curse was cast, as punishment for letting the children escape. Weavess took a lock of Anna's hair, descended into the cellar, and after a while Anna started to transform into her current form. Johnny tried to help, but the crones returned, and he had to flee.

OBJECTIVES:

- Find the door to the hidden room.
- Enter the cave.
- Talk to the the baron.

Head directly back to the orphan village, and inform everyone. Graden orders the crones' hut opened. Head inside, look to your right for a trapdoor, and descend into the cellar. The earthern cave room is dominated by a huge altar, used in black magic rituals. Graden is familiar with such matters, and notes there are a number of dolls, woven in with Anna's hair and a keepsake. Only one of the dolls symbolizes Anna, and is the key to removing the curse. Inspect each one carefully:

- Doll with the red bead—Anna wears this around her neck, as do half the women from Novigrad to Vengerberg.
- Doll with the bird feathers—this one reminds you of Philippa Eilhart.
- Doll with the violet hollyhock bloom—the Baron told you this was Anna's favorite flower.
- Doll with the human ear—it probably belonged to a peasant. Anna still has both ears intact (just not what's between them).

Now pick the one you think represented Anna. It is the one with the violet hollyhock bloom.

ITEM: Quest Item: Crones' Doll

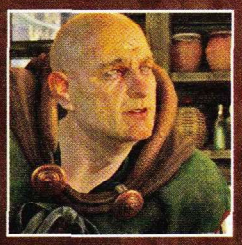
Choose the correct doll, and there is a scream from outside. Anna has returned to her human form, but alas, she is dying. Nothing can be done.

Choose the incorrect doll, and there is a scream from outside. Anna has returned to her human form, but is burning alive. The Strenger family are suitably furious, but clutch to their grief over a violent outburst towards you.

The family is torn apart. A distraught Tamara cannot forgive her father, and leaves for Novigrad with Graden. A shocked Baron tells you to head to Crow's Perch for your pay. When you reach the castle, you see that the Baron has ended his days hanging from a noose. You receive your reward from the sergeant as this quest concludes.

ITEM: Crowns: 100

CRITICAL PATH QUESTS:
ACT I: NOVIGRAD



In which three vast territories are thoroughly explored.

The second is the Free City of Novigrad, under threat from the Redanian army to the south, but facing its own internal turmoil, as the emboldened forces of the Eternal Fire—allied to King Radovid—and their witch hunter zealots enforce a cruel pogrom against the mages. Only the Big Four, of the Novigrad criminal underclasses, can offer the help and alliances you need.

DANGER ALERT SPOILER ALERT

MAIN QUEST: PYRES OF NOVIGRAD

Related Quests: Main Quest: Novigrad Dreaming, Main Quest: The Nilfgaardian Connection, Main Quest: Destination Skellige
Locations: Novigrad; Ubbizi Townhouse (Hierarch Square), Putrid Grove, Brandon and Co Granary
Characters: Captain Menge, Francis Bedlam (King of Beggars), Triss Merigold, Kluhg, Brandon
Enemies: Thieves, Drowners, Witch Hunters

QUESTING DECISIONS

Even though you are able to commence this Main Quest, which allows you to thoroughly explore Novigrad, you are free to start, stop, or go back to any other part of the Main Quest in any of the other major land masses of this realm. Your choices are as follows:

- Main Quest: The Nilfgaardian Connection, and commence the Main Quests across No Man's Land (Velen) (see page 70).
- Main Quest: Pyres of Novigrad, and commence the Main Quests across Novigrad (this quest).
- Main Quest: The King is Dead—Long Live the King (page 137), and commence the Main Quests across Skellige (see page 136).

This Quest starts automatically once Main Quest: Imperial Audience concludes.

NEW FIRES, AND AN OLD FLAME

OBJECTIVE:

- Visit Triss in her house.
- Nearest Signpost: Hierarch Square.

CARTOGRAPHICAL EVIDENCE

You are about to undertake a series of quests within the sprawling streets of this city-fortress. It would therefore be wise to consult this guide's Atlas to Novigrad for further information on the areas of this place.

Enter Novigrad via any of the gates, and head into the district known as Glory Lane. Work your way through the cobblestone streets to Hierarch Square, where the Captain of the Temple Guard—a callous man named Menge—burns a sorceress and a doppler (shapeshifter) at the stake, in the name of the Eternal Fire. Watch the spectacle if you wish, before heading to Triss' last known whereabouts.

Two looters are ransacking the belongings in the courtyard of the Ubbizi Townhouse, where Triss was staying. You're not here for loot (or a fight) so steer the conversation into asking who might know of where the sorceress of this residence is. They agree that Putrid Grove—where thieves and beggars hang out—is your best bet; it's where the King of Beggars resides, and somewhere not even Menge would dare venture.

Captain Menge

Menge himself—and his Temple Guard—decide to take this opportunity to arrive, cart away the two looters, and Menge pries you for information on the "bitch sorceress" who lives here. Then he departs, keeping an eye on you. Optionally enter the townhouse, which has been ransacked, using your Witcher Senses to uncover some amulets emanating magic, some of Triss' clothing, and a flower that has sentimental value for the both of you.

ITEM: Quest Item: Rose of Remembrance

CHATTING OR TRACKING

OBJECTIVES:

- Talk with beggars about the King of Beggars.
- Look for thieves on the main square and carefully follow them.

Look to your minimap as you walk back into the town square, and find stationary targets (beggars and thieves), the latter of which become moving targets (thieves) once a crime is committed. One of the latter has already stolen a purse from a bystander, and has disappeared into the crowds. Watch from a safe distance for another pickpocket crime to be committed, and follow the thief. Or, feel free to ask around, finding a number of beggars that offer a variety of knowledge about Novigrad; though not much of it is useful to your current objective.

CHATTING: THE OLD SOW'S FARROWED PIGLETS

Head west from your starting location, finding a beggar such as the one perched on the wooden scaffolding at one of the corners of the square (as shown). Start a conversation—you may need to leave and come back again or choose another beggar—but always choose the first speech option; don't mention Putrid Grove yourself. Eventually, you and the beggar brings up the location on your own. He describes where Putrid Grove is (in Lacehalls, and neither putrid, nor a grove), and a possible passphrase to use ("the old sow's farrowed piglets") when speaking with the sentry. Simply run to this location (south, and across the bridge), to a large and sturdy door. Your quest updates.

TRACKING: THE DEFT THIEF'S NIMBLE DIGITS

Begin to follow the thief you saw as you emerged from the townhouse courtyard. Or, if you spook a thief, or wish to speak to a beggar or two beforehand, simply remain in the square until a thief makes a pickpocket, and begins to walk. With keen eyes and minimap watching, you'll soon be able to follow one of these ne'er-do-wells. Trail your thief as he heads east, and turns right (south), into an open-air theater (the Butcher's Yard Theater). Here, you're waylaid by a beggar attempting to fleece you of your crowns. He holds no information on the King of Beggars, so politely decline this shakedown, follow the thief east down the alley with the washing and straw hut, and drop down to the lower street. At this point, the thief makes a switch; giving his loot to a second pickpocket.

- **One is a decoy; following him (across the bridge to the south) leads to a short and rough-and-tumble ambush, where you must fistfight the foes that spotted you tailing one of their own. The leader of these thugs, once you knock everyone down, mentions a possible passphrase to use to enter Putrid Grove ("the old sow's farrowed piglets").**
- **Or, you can follow the fellow with the actual loot, who heads along the side of the canal, toward the fishmarket.**

At this point your quest updates:

OBJECTIVE:
- Find the King of Beggars' hideout.

A HIVE OF SCUM AND FREAKERY

The location of Putrid Grove appears on your minimap. You can ignore any other beggars or thievery, until you reach the door with the hatch. Explain *your predicament* (you're a freak), and you have a number of options to gain access:

- (Chatting only) When asked for a passphrase, be sure to use the one the beggar told you. You're let in. Otherwise, you'll need other plans of infiltration (see below).
- (Chatting or Tracking: 50 Crowns) Delve into your pockets, and produce coin for the sentry.
- (Chatting or Tracking: Axii Delusion level 2) Request the sentry let you in with a spot of mind control.
- Or find a different way into Putrid Grove.

ALTERNATE ENTRANCE: THE SEWER SLOG

If none of these options to enter Putrid Grove appeals, or you lose your thief, there is a third method of entering Putrid Grove. Head outside the city walls, to the Glory Gate, and *find the sewer entrance* under this structure (see picture). Enter the sewers with your finest drowner-slaying equipment at the ready, since a few of these creatures are lurking down here. Use your Witcher Senses (if you wish) to locate a corpse, looting it for a key.

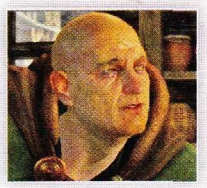
ITEM: Quest Item: Key to the Storage Room

The key opens the door to a storage room, which has a ladder to climb. You surprise a small group of thieves in the den above—they must be fought. Once defeated, you may exit into Putrid Grove itself, circumventing the gatekeeper entirely.

OBJECTIVE:
- Meet with the King of Beggars.

Stride into Putrid Grove, and head eastward along the muddy alley to the short porch with the lit door.

Inside, the King of Beggars and Triss Merigold have their frank discussion about the flight of sorceresses interrupted by your precense. The King bids his farewell, leaving you to follow Triss.



Francis Bedlam, King of Beggars

Triss Merigold

A REFRESHING SWIM IN A FILTHY CANAL

OBJECTIVES:
- Follow Triss.
- Enter the basement.

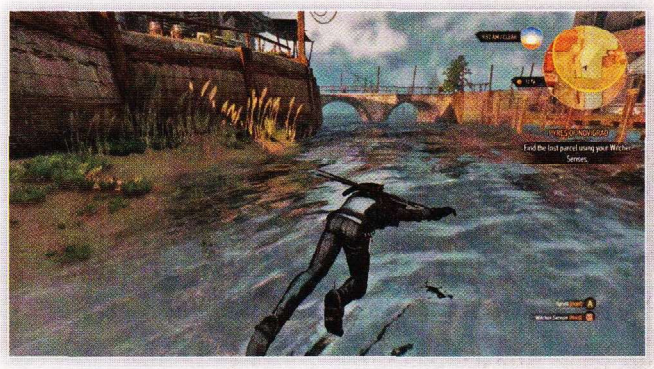
Kluhg

Triss explains her recent predicaments as you retrieve your weapons from the sentry, and tell her of your search for Ciri. Follow Triss northeastward, into a store. She asks the proprietor (Kluhg) for the ingredients she ordered. Unfortunately, they lie on a canal bed, thanks to Temple Guards increasing their presence. Answer how you wish before Kluhg escapes the incoming guards, and you do the same via a trapdoor into the sewers.

OBJECTIVES:
- Find the secret passage using your Witcher Senses, then open it.
- Follow Triss.
- Find the lost parcel using your Witcher Senses.
- Give Triss the parcel.
- Follow Triss.

Help Triss slay a wayward drowner, and look around your dank surroundings using your Witcher Senses. Triss mentions a draft. Look for the torch on the central pillar, and *push in a loose brick* to reveal a rough passage out into the canal. Follow Triss as you speak about Novigrad and the war. She stops under the bridge, and hopes you might find her lost parcel.

Wade forwards (westward) into the canal water, before diving down and attempting to locate the remains of a small boat close to the mouth of the canal. Triss' sack is among the weeds. Surface, then return it to her.



ITEM: Quest Item: Leather Sack

Climb the nearby ladder and follow Triss once more. She crosses the bridge and heads east, until she's greeted by a portly fellow named Brandon.

YOU DIRTY RAT!

OBJECTIVES:

- Place rat traps around the warehouse—use your Witcher Senses to guide you (3).
- Tell Triss you've completed your task.
- Talk to Triss after she activates the spell.
- Fight the thugs.
- Leave the warehouse.

Triss has informed Brandon of her powers as a sorceress, which makes her ideal to rid Brandon's warehouse of his rodent infestation problem. During your conversation, it's simply good business to request you're paid in advance. Triss mentions some crystals, which are to be placed around the granary where evidence of rats is found. Find three such locations to set your crystal traps.

Brandon

Use your Witcher Senses and look for low, small archways and channels, or dead rats.

Find Triss and talk to her. Make your conversations pleasant or distant, depending on how you feel about her. She asks about Yennefer (answer how you wish), before your conversation is interrupted by Brandon, and three witch hunters. They are here to rid Novigrad of your kind. Slay these thugs. Outside, Brandon professes to have been forced into revealing your location. You show mercy, but fleece the fool for double the crowns he was paying Triss.

Triss has a lead regarding an oneiromancer in town (by the name of Corinne Tilly) who may have powers to see where Ciri is. Triss leaves your company, telling you to visit her in the Bits (near the fish market). Main Quest: Novigrad Dreaming now begins.

DANGER ALERT — SPOILER ALERT

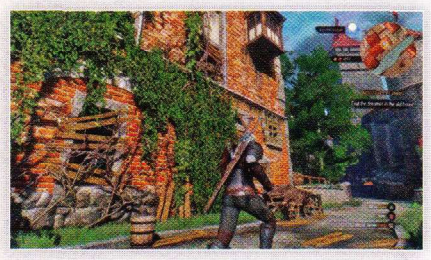
MAIN QUEST: NOVIGRAD DREAMING

Related Quests: Main Quest: Pyres of Novigrad, Main Quest: Broken Flowers
Locations: Novigrad; Rudolf de Jonkheer's House, The Golden Sturgeon
Characters: Rudolf de Jonkheer, Corrine Tilly, Sarah
Enemies: None

THE DREAMS IN THE WITCH HOUSE

OBJECTIVE:

- Find the dreamer in the old house.



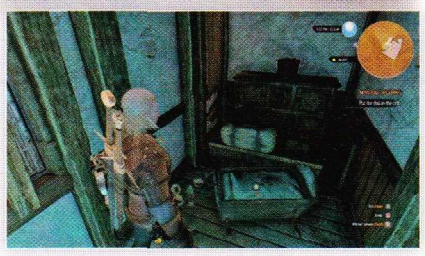
Rudolf de Jonkheer

You're attempting to find Triss' contact—Corrine Tilly—who lives in rented accommodation a short dash eastward along the canal from the Brandon Granary. Turn left at the old cart, bound up the stone steps, and stop for a chat with Rudolf de Jonkheer. He is a fancy man and the owner of the residence. This dandy confirms Corrine is inside the house, but that the building has been plagued by ghostly activities—furniture moving, giggling in the night, and an unpleasant present in the parlor. Noticing your swords, he lets you in when you ask him.

Listen for sounds of Corrine coming from upstairs. Head up there just in time to she an ashen-grey child scamper away, while Corrine lies on the bed, seemingly unable to be woken. She mumbles something about the attic.

OBJECTIVES:

- Search the attic.
- Take the doll.
- Put the doll in the crib.



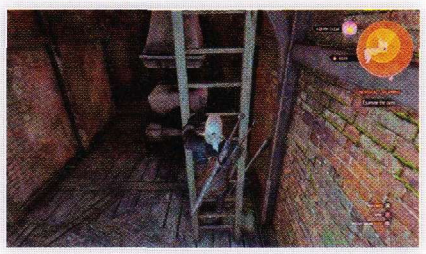
Ascend to the musty attic via the ladder while Corrine scolds an invisible child from inside her own nightmare. Use Aard to break open the planks blocking an entrance to a storage room, where two items lie. Pick them both up, then read the note. You realize the ashen-skinned child wants her dolly in the crib. Return to Corrine's bedroom, step into a small side chamber off this room, and deposit the doll into the crib. A moment later, a loud bang startles you.

ITEMS: Quest Items: Drawing of a Crib, Rag Doll

OBJECTIVES:

- Find out why the door slammed shut.
- Examine the oven.

Sarah the Godling



The door behind you slammed shut. Pinned to it is another child's drawing; this one of an oven and a blackened grate. Where did you see an oven? Head downstairs, and open the trapdoor to the cellar from the room adjacent to the entrance. At the bottom of the ladder is an oven. Approach it, and your "ghost" pokes her head out; a Godling child named Sarah.

Speak with Sarah, convincing her that tormenting Corrine isn't an agreeable act, and when she starts a little strop when you ask her to leave, you have an important choice to make. You can:

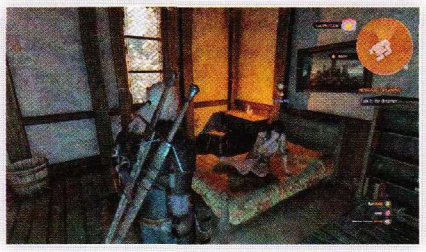
- **Tell her "let's make a deal" and agree to let her stay in the house. Sarah is delighted, and tells you she'll wake Corrine up immediately.**
- **Tell her "guess I'll have to throw you out, then" and threaten to evict her with a whiff of Burdock if she doesn't end her mischevious ways. If you have Burdock (ingredient) on your person, you can use it. If you don't, you need to find a herb merchant (such as Kluhg, who you met earlier), as it cannot be picked in the wilds. Place the Burdock in the oven, and burn it: Sarah snaps Corrine out of her stupor, but doesn't like you.**

SHOULD SARAH STAY OR GO?

You've made your intentions clear to Sarah, but the decision is irreversibly made once you exit the house, and speak to Rudolf (see below). This choice influences a conversation during Main Quest: Bald Mountain (see page 176).

OBJECTIVE:

- Talk to the dreamer.



Corrine Tilly has woken from her nightmare. You explain how she was caught in a Godling's curse, and she's thankful you woke her. After clearing her head at the Golden Sturgeon (where she rents a room), she'll be happy to help you.

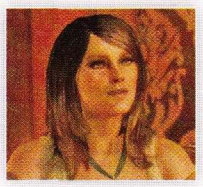
Time to leave. On your way out, Rudolf de Jonkheer stalls you, demanding answers regarding his ghost. This is the opportunity to help or hinder Sarah the Godling. You can:

- **Tell Rudolf the house is still haunted (and lie about it being inhabitable). You will meet a happy Sarah again in Main Quest: Through Time and Space (see page 186).**
- **Tell Rudolf why the house is "haunted" (and tell him it is the work of a Godling). You will meet an angry Sarah again in Main Quest: Bald Mountain (see page 176).**

THE DANDELION AND THE SWALLOW

OBJECTIVE:

- Meet Corrine at the Golden Sturgeon.



Corrine Tilly

Follow the canal westward, then head north through a market and short alley, and west again toward the Golden Sturgeon Inn. You're not here for revelry. Head upstairs and meet Corrine in her dreaming room. Agree to start your guided dream. You may tell Corrine as much (or as little) as you like, from the following memories:

- You remember when you and Ciri first met.
- You trained her at Kaer Morhen
- You saved her life once.
- She was there when you cried.

Next, you can inform Corrine as much (or as little) as you like regarding Ciri's abilities:

- Ciri is a child of the Elder Blood.
- Ciri is called the Lady of Space and Time.
- She had trouble controlling her abilities.

Just before your dream, you tell Corrine that Ciri must have tried to find another friend. The number of secrets you reveal to Corrine isn't important, and you may choose either Dandelion, or Yennefer and Triss, to influence your dream. The end result is the same:

You see the poet with a bird (a Swallow) and realize Ciri contacted Dandelion. Upon wakening, you mention this to Corrine who (obviously) knows of the fellow; in fact someone has just been left the Rosemary and Thyme to him. Let's hope that's not a brothel. However, it is enough of a clue to check out. This quest now concludes.

DANGER ALERT — SPOILER ALERT

! MAIN QUEST: BROKEN FLOWERS

Related Quests: Main Quest: Main Quest: Novigrad Dreaming, Secondary Quest: Fencing Lessons, Main Quest: Get Junior
Locations: Novigrad; Rosemary and Thyme; Gate of the Hierarch; Vespula's Cottage; Tretogor Gate; Elihal's Tailor Shop; St. Gregory's Gate; Var Attre Villa; La Valette Villa; Vegelbud Residence; Kingfisher Inn
Characters: Zoltan Chivay; Vespula; Elihal; Marabella; Rosa var Attre; Edna var Attre; Baroness la Valette; General Voorhis; Molly; Elza; Priscilla
Enemies: Vagrants; Bandits, Rosa var Attre, Drowners, Water Hag
Recommended Items: 1,200 Crowns

OBJECTIVES:

- Go to the Rosemary and Thyme.
- Help Zoltan chase off the tramps.
- Nearest Signpost: Gate of the Hierarch.

Zoltan Chivay

Arriving at the threshold to Dandelion's brothel, three ruffians are suddenly extricated from the premises; thrown out by your old acquaintance Zoltan. More Vagrants are fleeing down the stairs; give them a swift pummelling with your fists to see them off. Speak with Zoltan, explaining your need to find Ciri and Dandelion. The owner of this knocking shop has disappeared too. Perhaps a clue lies around here, somewhere?

PARTLY SAGE ADVICE AT THE ROSEMARY AND THYME

QUESTING DECISIONS

This quest starts automatically once Main Quest: Pyres of Novigrad, and Main Quest: Novigrad Dreaming conclude.

You may visit the Rosemary and Thyme brothel prior to completing the aforementioned quests. You'll find a number of ruffians lounging around, making a mess of the place. Conversation attempts are met with curt replies, so Main Quest: Novigrad Dreaming is vital to complete first.

Part of this quest changes depending on your actions in ***Witcher 2*** (PC only), or your conversation with General Voorhis during Main Quest: Imperial Audience (page 66).

- **If Arjan is alive, your interactions with Molly are slightly different.**

OBJECTIVES:

- Search the ground floor for clues, using your Witcher Senses.
- Read Dandelion's planner.

Look for any objects that glitter, and use your Witcher Sense to find the rest. There's a variety of objects to spot here:

- A diploma from the faculty of Oxenfurt University, hanging on one of the walls.
- A Silver Laurel award from the Annual Balladry Content, hanging on another.
- Dandelion's precious lute that he got from the elves of Dol Blathanna.
- Three overly-wrought poetic letters, from different lovers of Dandelion's poetry.
- Barrels of wine.
- A huge portrait of Dandelion standing over a dead wyvern (which you and Zoltan comment on).

But the important find is Dandelion's appointment and accounts book sitting on a shelf under a window. Zoltan snatches the book from you, but gives it back, allowing you to access it from your inventory. It contains a wealth of contacts. Naturally, almost all of them are female.

ITEM: Quest Item: Dandelion's Planner

OBJECTIVE:

- Talk to Zoltan.

Make sure you speak with the dwarf before you leave, as he has knowledge regarding all the people mentioned in the planner:

- Molly—a chambermaid in the service of Baroness la Valette.
- Marabella—a perverse companion of Dandelion's who referred to him as her "stallion". Speak to Zoltan about her now, and when you meet her, you have additional conversation choices.
- Vespula—an old flame, who threw flower pots at Dandelion.
- Rosa var Attre—a woman with a special name for Dandelion's "gwyhyr." There's also an entry in the planner stating she is looking for a swordplay instructor; allowing you to speak to the Captain of the var Attre guards about this, later into this quest.
- Elihal—an elven beauty that Dandelion seemed fascinated with.

Locations of every one of Dandelion's contacts now appears on your minimap. They can be approached in any order you like.

OPTIMAL ORDER

This guide approaches each contact (where possible) from closest to furthest from the Rosemary and Thyme, but also in the optimal order for this investigation.

VESPULA: A DOWNTRODDEN WASHERWOMAN

OBJECTIVE:

- Talk to Vespula.
- Nearest Signpost: Gate of the Hierarch.

Head out of the Gate of the Hierarch, and down towards the washerwomen's huts down by the river. As you approach, you can hear a group of bandits attempting to extort money from Vespula, who is pushed about and knocked to the ground. The bandits' strange attire is related to one of the underworld gangs of Novigrad—Cyprian Willey (also known as Whoreson Junior). You step in to prevent a beating.

Vespula the Washerwoman

You can:

- **(1,200 Crowns) Pay the bandits what she owes. The bandits begrudgingly take the coin, and Vespula is thankful for your generosity. Her laundry shop remains open here.**
- **Threaten the bandits with violence, which leads to a fight. If you stay (and don't flee), you must slay all four of them. Vespula is horrified at your savagery, and tells you the thugs' boss will make her pay for this. This forces her to close up her laundry shop, and open up a new one on the Oxenfurt outskirts, later into your adventure.**

In both cases, you ask her if she remembers you from the time she kicked Dandelion out (through a balcony). She's really had it with him this time; he was strolling along the harbor with a harlot, and frequented the city's bathhouses. As you depart, she tells you that it would be nice if Dandelion dropped by.

ELIHAL: AN OPEN-MINDED ELF

OBJECTIVES:

- Talk to Elihal.
- Nearest Signpost: Tretogor Gate

Elihal the Tailor

A little further eastward along the river bank, close to Tretogor Gate, is a modest tailor's shop. Enter the store and continue to the back room to find a spry elf fanning a high cheek-boned face. You mention you were expecting Elihal to be one of Dandelion's girlfriends.

A moment later, Elihal appears, fancied up in lady attire, and brushing off your gender descriptions as irrelevant. You may ask about Elihal's drunken night with Dandelion (your answers can be inquisitive, or verging on offensive without a penalty). Elihal is at pains to point out that men aren't of any interest. Elihal's thrills are the act of dressing up.

Elihal mentions Dandelion talked about someone named Kalkstein, an alchemist the witch hunters recently burned at the stake in Hierach Square. You part ways with Elihal, who you can return for any clothing alterations you wish.

THE MASKS OF ELIHAL

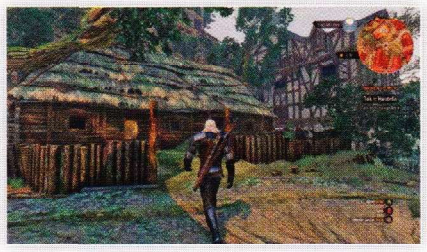
Elihal has a number of unique masks, and these are critical during Secondary Quest: A Matter of Life and Death. Check them out now, or during the aforementioned quest.

MARABELLA: DANDELION'S A REAL FUNGI TO BE WITH

OBJECTIVE:

- Talk to Marabella.
- Nearest Signpost: St. Gregory's Bridge.

Descend to a lower cobblestone street, and find the thatched-roof cottage that's home to a local school. As you enter the door, Marabella is finishing up a lesson, telling a gaggle of disappointed urchins that the rat-catcher won't be coming to tell them about his job. She asks you to wait.



Marabella

You can:

- **Agree to wait, and you stand around until the lesson is over before speaking with Marabella.**
- **Refuse to wait, after which Marabella beckons you into the class, and the children ask you a few awkward questions about witchers and monsters.**

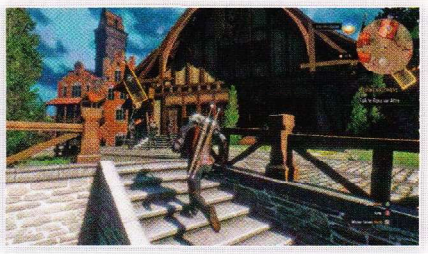
Afterward, speak to Marabella. Strangely, the topic of conversation is about fungi. Dandelion and a bored Marabella spoke of medicine while the fire of their relationship winked out. You can optionally mention the poem Dandelion wrote about her, which causes Marabella to recite some of her own distinctly amateurish poetry about horses. With a clue about fungus, you can bid Marabella a farewell.

ROSA VAR ATTRE: DOUBLE TROUBLE

OBJECTIVES:

- Talk to Rosa var Attre.
- Nearest Signpost: St. Gregory's Bridge.

Var Attre, Guard Captain



The imposing Var Attre residence is well-guarded and, if you approach slowly, you can hear talk between the guards about a gap in the gardens that you might be able to slip through to gain entry into the house. However, a straightforward approach is also possible. Before any infiltration occurs, speak to the Guard Captain. You can:

- **Pretend to be a cook, or mention your profession as a Witcher. Neither allow you to progress into the residence, forcing you to enter surreptitiously from the gardens or sewers.**
- **If you listened to Zoltan (by asking him for more information on Rose), you have the option of introducing yourself as Rosa's new fencing instructor. The gullible guards allow you in through the front door!**

INFILTRATION: THIS IS FREDERIC FRANCIS DE BERGERAC

OBJECTIVE:

- Find a way into the var Attre villa.

With no other option, pick one of two infiltration locations:

The Gardens—Run left (roughly north), keeping the curved stone perimeter wall of the var Attre villa on your right side, until you reach some rugged rocks at the end of the wall, close to an angel statue. With a few clambering maneuvers you should be able to work your way to the cobblestone rear grounds of the residence.

The Sewers—Find the sewer grate close to the stairs, and jump down, wading through a few flooded chambers to face drowners and a water hag (who summons more drowners). This path is more taxing due to the revolting enemies. Simply follow the sewer to the exit, accessing the rocks to climb up and into the rear grounds of the residence.

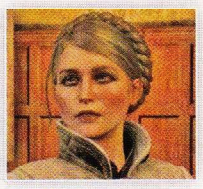
Edna var Attre

Once inside the perimeter, you're promptly discovered by a young woman in a fancy flowing dress. The guard captain recognizes you, but Edna var Attre (the sister of the woman you seek) covers for you, telling the captain you're a nobleman with a suitably pompous pseudonym. You tell him you're here as a sword instructor, and the captain reluctantly tells you to follow him into the villa.

INSTRUCTOR: GRAB A WOODEN SWORD, LEARN TO ATTACK

OBJECTIVES:

- Follow the guard.
- Keep following the guard.
- Grab a wooden practice sword.



Rosa var Attre

Follow the guard captain inside, to the top of the cellar stairs. When prompted, take one of the wooden practice swords, equip it so you aren't striking the ambassador's daughter with cold steel, and descend to a large practice chamber below.

ITEM: Quest Item: Wooden Sword

OBJECTIVE:

- Beat Rosa.

Rosa var Attre is already waiting to begin the lesson, and a brief display of sword prowess is needed (you can win or lose, depending on your pride and conversation choices you wish to make). After the first bout, you explain you're here on business other than swordplay. Feel free to embellish your chatter with flirtacious conversation choices, then ask about Dandelion. Rosa denies a relationship; it seems her twin sister may have led Dandelion on after he was hired to play the lute.

After a second bout (which may be won or lost), assuming you beat Rosa, she asks if you're interested in giving her some private lessons. Answer "gladly" and Secondary Quest: Fencing Lessons becomes active in your future.

At this point, Edna (Rosa's twin) enters the chamber, and explains her mischief making (wooing Dandelion in Rosa's name) and the two start to squabble. Separate them with light or gruff requests, ask about their backgrounds if you wish (including the Nilfgaard and their stay in Novigrad), before steering the conversation back to Dandelion. He gave strange quizzes after visiting the graves of celebrated Oxenfurt professors, especially someone named Margrave Henckel. He also praised a female troubadour with a melodious Koviri accent, named Callonetta.

As you leave, Rosa pays you, and asks again about more lessons.

- **Agree, and Secondary Quest: Fencing Lessons becomes available.**
- **Answer that you're not interested, and Secondary Quest: Fencing Lessons cannot be started.**

MOLLY: OFF TO THE RACES

OBJECTIVES:
- Talk to Molly.
- Nearest Signpost: St. Gregory's Bridge.

General Voorhis of Nilfgaard

Baroness La Valette

Move toward the La Valette residence (opposite the Var Attre's, on the opposite side of the round plaza near St. Gregory's Bridge), and approach the imposing villa. A surly guard is waved away as the Baroness herself is exiting the building, accompanied by General Voorhis, who you met at the Emperor's castle.

If Arjan is dead in *Witcher 2*—the Baroness recognizes you as the man who murdered her son, and treats you with cool detachment and derision. You ask about Molly; who profited from Arjan's death as she is no longer a maid, having married the Baroness's nephew. They are currently at the home of the Baroness's dear friend Patricia Vegelbud.

If Arjan is alive (or you have no save game) from *Witcher 2*, the Baroness introduces you to the general, but there is no need—you've already met. You ask about Molly and the Baroness says her maid-servant is currently at the home of her dear friend, Patricia Vegelbud.

Voorhis seems quite pleased at this and beckons you to ride with them to the races they were setting out for.

JOCKEYING FOR POSITION WITH GENERAL VOORHIS

OBJECTIVES:
- Meet Baroness La Valette and Voorhis at the Vegelbuds' residence.
- Find Molly.
- Nearest Signpost: Vegelbud Residence

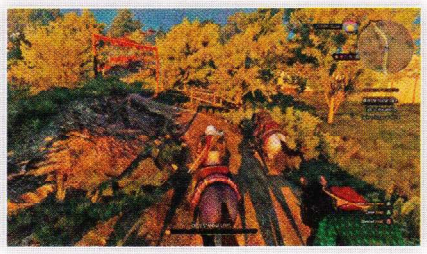
- **Agree to accompany them, and you reach the Vegelbuds' residence automatically.**
- **Find your own way there, and you reach the Vegelbuds' residence at your own pace, via a horse ride or Fast Travel.**

Head across the manicured lawns of lavender, to a finely-constructed race tribunal for an audience of dozens. Locate the baroness and general, then speak about the horse racing and the general's knowledge of horses. Before the conversation gets underway, remember the following:

- **General Voorhis is hoping you'll accept his light-hearted challenge to a horse race. If this interests you, be sure you thoroughly quiz him about every one of the horses ("know much about the others"), since his hubris allows you to learn which filly is the finest.**
- **You can politely insist on not racing, after which the baroness points you in the direction of Molly.**
- **Or, you can pick any horse from the following list: Cantarella, Nemrod, Chestnut (Thunderbolt), and The Zerrikanian bay. They are all similar in their Stamina.**

When the race begins, be sure you use your galloping, Sign befuddlement using Aard, and other techniques you've learned during your time in the saddle.

Molly



Follow the marked path around the grounds, and canter to victory! Another rider (who is easily passed), Voorhis (who is difficult to beat), or you can win. If you're victorious, Voorhis awards you with a special saddle:

ITEM: Quest Item: Cavalry Saddle

When you're ready, talk to Molly, who is sitting on the elevated seating near to the Baroness.

- **If Arjan is dead in *Witcher 2*—the newly-minted Lady Ia Attard introduces herself politely.**
- **If Arjan is alive (or you have no save game) from *Witcher 2*—the house servant, Molly, introduces herself with reverence.**

Molly recognizes you from Dandelion's tall tales. Alas, she has no idea where Dandelion is, but mentions his blond-haired "sister." This is strange since he has no siblings you're aware of.

If you already visited all the other contacts, you realize Molly is probably speaking about the female troubadour, Callonetta.

FINDING PRISCILLA: SENTENCED TO AN EVENING OF POETRY

OBJECTIVE:
- Consult with Zoltan.
- Meet Zoltan in the Kingfisher Inn after sundown.

Priscilla

Return to the Rosemary and Thyme to meet Zoltan. He is training his pet parrot, Polly, though you're sure it's an owl. The conversation moves to Dandelion, and you mention the mysterious troubadour. Zoltan realizes you mean Priscilla, an infatuation of Dandelion's. She plays with a troupe nightly at the Kingfisher Inn. You agree to head there at sundown.

The inn is the imposing brick structure just northeast of the Ubbizi Townhouse. You should reach the alley entrance and meditate until sundown before entering. Priscilla is tuning up her lute, and takes her place on the stage, singing ballads to a mainly appreciative audience. This is an apt description, as the slewing bandits during your stay at the Inn at White Orchard, while progressing through Main Quest: Lilac and Gooseberries, results in you being recognized. Elza the innkeeper stands up and loudly accuses you of murder. The crowd grows restless, but you aren't challenged, and Priscilla beckons you over.

QUEST CONCLUSION: RAISING A RUCKUS BUT LEAVING LITTLE TRACE

It seems Dandelion hasn't spared Priscilla any details about telling her your story, but you're here on more important matters than your love life. Priscilla tells you Dandelion has planned a heist against an underworld boss named Sigi Reuven, but hasn't been seen since. He's definitely crossed Whoreson Junior (the biggest metaphorical prick in Novigrad), and another of the four bosses that controls the seething underbelly of the city (the others are Carlo "Cleaver" Varese and the King of Beggars). As the quest concludes, you decide that finding Whoreson and Sigi Reuven are your best options.

MAIN QUEST: GET JUNIOR

Related Quests: Main Quest: Broken Flowers, Main Quest: Count Reuven's Treasure, Secondary Quest: The Gangs of Novigrad, Secondary Quest: Honor Among Thieves, Main Quest: Ciri's Story: Visiting Junior, Main Quest: A Favor for Radovid, Main Quest: The Play's the Thing, Secondary Quest: Redania's Most Wanted, Secondary Quest: An Eye for an Eye, Secondary Quest: Collect 'em All!
Locations: Bathhouse (Novigrad), Electors' Square, Whoreson's Hideout, Whoreson's Casino, Vilmerius Hospital, Whoreson's Arena, Cleaver's Hideout, Putrid Grove. Temerian Partison Hideout (Gustfields), Novigrad Bridge (Oxenfurt), Oxenfurt Chess Club, Whoreson's Estate, Oxenfurt Port, HMS Oxenfurt-Tretogor
Characters: Happen the Eunuch, Francis Bedlam (King of Beggars), Carlo "Cleaver" Varese, Sigi Reuven (Sigismund Djikstra), Cleaver's Henchdwarf, Card Players, Igor the Hook, Vernon Roche, Ves, Roche's Followers, King Radovid V, Redanian Soldiers
Enemies: Whoreson's Henchmen, Whoreson's Bouncers, Bandits, Whoreson's Dealer, Gustav Roene, The Hairy Brothers, Wyvern, Endregas, Boris the Bear, Cyprian Willey (Whoreson Junior)
Recommended Item: 300 Crowns, Axii Delusion Level 3

QUESTING DECISIONS

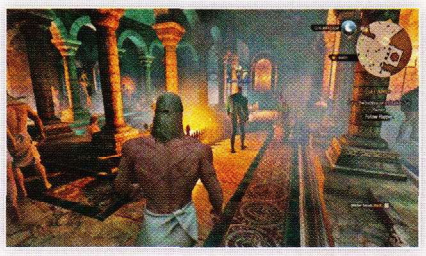
This quest starts automatically once Main Quest: Broken Flowers concludes. You have a new lead—during her time in Novigrad, Ciri met with a bandit named Whoreson Junior. You need to find him, discover what happened, and hopefully not be caught up in the gang wars plaguing this city.

FIRST EVER BARNEY WITH YOUR P---K HANGIN' OUT

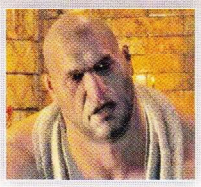
OBJECTIVES:

- Go to the bathhouse and talk to Sigi Reuven.
- Get undressed and put your clothing in the dresser.
- Follow Happen.
- Nearest Signpost: North of Hierarch Square.

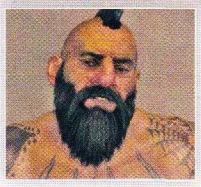
Happen the Eunuch



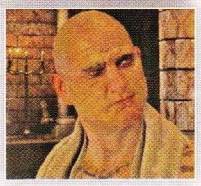
Head to the bathhouses in the central part of Novigrad's main city district. Be sure you find the entrance underneath the sloping, torch-lit street above you, off the small circular park area. After banging on the door, you're told to wait. A while later, Eunuch Happen motions you to the dressing room, where you need to disrobe. Simply access one of the dressers and deposit your equipment. You appear wearing only a towel. Stroll through the bathhouse, optionally listening or talking to any of the courtesans along the way. Happen stops by the carved door and steam area. Open the door.



Sigi Reuven (Sigismund Djikstra)



Carlo "Cleaver" Varese



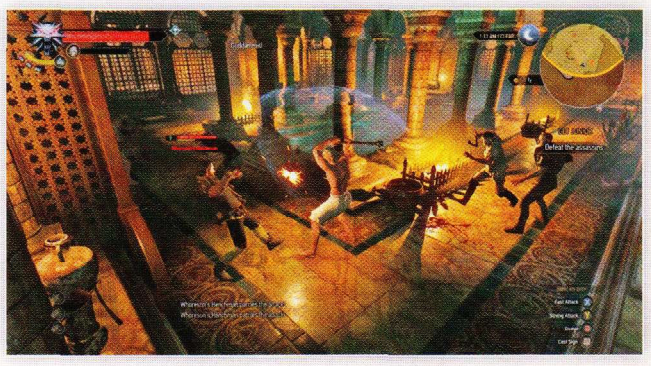
Francis Bedlam (King of Beggars)

A trio of sweaty men with faces like slapped arses are meeting, with one of them (a dwarf named "Cleaver") intent on murdering a man named Whoreson Junior. After a less-than pleasant greeting by Cleaver, answer him how you wish, before speaking with "Sigi Reuven", or as you already know him; Sigismund Djikstra. Your chat is interrupted by screams from the bathers; assassins have entered the bathhouse!

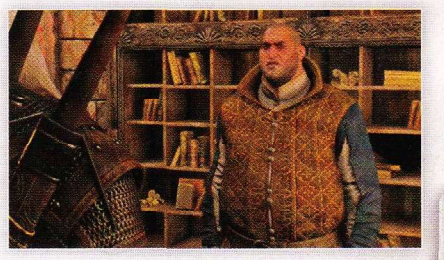
OBJECTIVE:

- Defeat the assassins.

Expect about 10 of Whoreson's henchmen to storm the bathhouse. You've grabbed a temporary weapon, so watch your lack of defenses and utilize your Signs more than normal during this combat. Afterward, Dijkstra apologizes for his lack of security. Cleaver reckons you might have been responsible for the attacks. Answer however you wish, letting the three of them know you wish to speak to Whoreson (and hopefully before Cleaver lives up to his nickname). You can also speak with Cleaver, who tells you to visit him if you're inclined to help his dwarves usurp Whoreson's encroachment into the underworld gangs of this city. This begins Secondary Quest: The Gangs of Novigrad.



NONE OF THIS SWINGING YOUR STEEL C--K ABOUT



You dress, and meet Dijkstra in his office. Reminicing about your last encounter (where you hobbled him). Answer him how you wish (apologetic or otherwise), then glean information about Whoreson—Cleaver should be left alone in his vendetta against Whoreson, while you discretely delve into his operations. Feel free to ask avoiding the war with Whoreson, about Dijkstra's past, but mainly about Whoreson's grip on the city:

- He owns a gambling den; the largest casino in town. It's near the city's wall and towers, in The Bits District.
- He runs an illegal fighting arena in the city's bowels. It's in the sewers beneath Gildorf, but you'll have to enter through the Bits.
- He has a house in Novigrad, too, but he isn't likely to be there. It's located on Temple Isle to the north.

These are the three locations (and related quests) you must concentrate on exploring once the conversation with Dijkstra concludes. However, there is other business to attend to; after telling him you're off to look for Whoreson, you can:

- Ask about Radovid (he isn't in contact with the ruler), and Philippa Eilhart (a sorceress who Radovid blinded and who Dijkstra hopes is rotting).
- Speak about Dijkstra's previous occupation as a master spy, and his transformation into a master criminal. He tells you they offer similar job perks and satisfaction.
- Ask about Dandelion; after some Grade-A sarcasm, he reckons Dandelion is dead. Answer him how you wish regarding a possible beef between them, and Dijkstra offers a surprising annoyance at the standard of Dandelion's recent poetry. After this additional sarcasm, Dijkstra says he has other problems to worry about. Problems you might be able to help him with: This allows you to begin Main Quest: Count Reuven's Treasure (page 111).

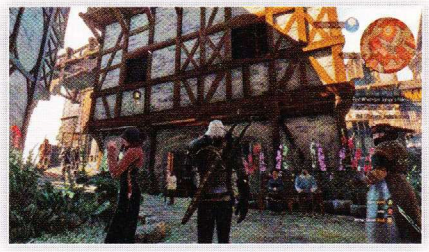
CLEAVER CLEANED IT OUT

OBJECTIVES:

- Find Whoreson Junior's hideout.
- Search Whoreson Junior's hideout using your Witcher Senses.
- Nearest Signpost: Electors' Square.

Either swim or cross the bridge into Temple Isle—the northern island of Novigrad where the ominous Eternal Fire temple is located. Step to the front entrance (the rear door is locked) and you'll see Cleaver's henchdwarves are already guarding the place. Dammit! Step inside to a scene of recent chaos. Cleaver has ransacked the place. Stoop down and inspect the scattered papers.

Now head up the stairs and use your Witcher Senses to find:



- Scattered clothing near a wooden bathtub; the dwarves were thorough.
- Check the forceps and other equipment on the wall. The place has been scrubbed clean.

Up on the attic floor is some minor loot, but the dwarves have taken almost everything of value. Talk to any of the dwarves, and expect sharp and brusque responses. This has been a dead-end.

QUESTING DECISIONS

At this point, Main Quest: Get Junior continues as your primary Main Quest. However, as you uncover more information on Whoreson Junior, you have the option to interact with three infamous characters:

- Carlo "Cleaver" Varese—Secondary Quest: The Gangs of Novigrad.
- Francis Bedlam—Secondary Quest: Honor Among Thieves (once his spy has been uncovered during Main Quest: Get Junior).
- Vernon Roche and King Radovid V—Main Quest: A Favor for Radovid.

This guide flags when these related quests are active, since they run concurrently with Main Quest: Get Junior. They are optional, but should be undertaken as they appear if you want to complete them. Make sure you click between the objectives in these different quests within your Quest Menu.

DANGER ALERT — SPOILER ALERT

SECONDARY QUEST: THE GANGS OF NOVIGRAD

Locations: Cleaver's Hideout (Novigrad), Whoreson's Casino, Whoreson's Arena
Characters: Carlo "Cleaver" Verese, Cleaver's Henchdwarves
Enemies: Whoreson's Thugs

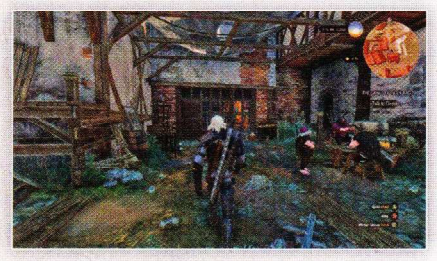
HELPING THE SMALLEST OF THE BIG FOUR

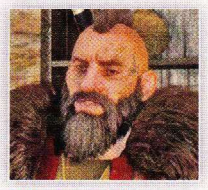
OBJECTIVES:

- Talk to Cleaver.
- Nearest Signpost: Hierarch Square.

WHEN AND WHERE TO FIND CLEAVER

This quest starts once you visit Cleaver in his headquarters, adjacent to Hierarch Square, and agree to help him in finding Whoreson. If you already visited (and ransacked) the casino or arena, or you visited Cleaver, but didn't use his dwarven henchmen, you don't receive the back-up during the first part of this quest. However, the quest doesn't fail; simply tell Cleaver you've cleared out the casino and arena already, then ask him for help. The following (optiomal) path pre-supposes you speak to him before this occurs.





Carlo "Cleaver" Varese

Journey to the Hierarch Square, then locate an unassuming building on the northwestern corner of this area; however, the entrance is difficult to find. Approach from the south, heading north through the stone archway, up the steps, and enter by the leaded windows.

As you arrive, Cleaver is interrogating a hired thug, with predictable results. Then he sits you down at a feast table to talk. He's about to send his men to Whoreson's hideouts. He wants you to lead his dwarves into these locations, and drag the bastard out of his hidey-hole. Agree if you want to continue this quest. Cleaver tells you more about:

- Whoreson's casino in Gildorf.
- The arena beneath the Bits.

His lads will be waiting near both locations. Your quest updates with the following objectives:

OBJECTIVES:

- Meet Cleaver's dwarves outside the casino and/or arena.
- Kill Whoreson's thugs.
- Destroy Whoreson Junior's casino/arena.

DECISIONS, DECISIONS

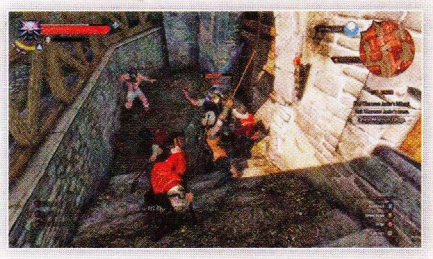
Wait! At this point, you may have progressed through Main Quest: Get Junior to a certain point. If you:

- **Already visited and completed your investigation (and fight) of the casino, Cleaver's dwarves are only available at the arena.**
- **Already visited and completed your investigation (and fight) at the arena, Cleaver's dwarves are only available near the casino.**
- **If you visited and completed both the casino and arena objectives, no dwarves are available.**

The following plan of attack is shown "out of order", and is an example of bringing Cleaver's dwarves into the arena instead of infiltrating it on your own. It is the "violent" plan, and purely optional.

If you want the help of Cleaver's dwarves during your investigations of the casino and/or the arena, check your minimap. Run to the indicated location (usually close to the objective), where a group of Cleaver's henchdwarves are waiting your orders. Tell them to come with you and the objective updates.

Now, when you head into either of Whoreson's locations, you forgo any conversations and "investigations," and simply charge in with your dwarven friends providing additional back-up. Choose this option if you favor fighting over talking, but also if you aren't confident you can handle multiple foes on your own.



Afterward, don't forget to return to Cleaver to tell him what happened. Do this before you head off to meet Vernon Roche for the first time. Once either (or both) locations are devoid of Whoreson's men, this quest concludes. Should Main Quest: A Favor for Radovid commence, and you failed to speak to Cleaver for a final time (or at all), this quest fails once you emerge from the Oxenfurt chess club.

ITEMS: Casino Reward: Sword: Eirlithrad, Arena Reward: Armor: Freya's Warriors' Armor

MAIN QUEST: GET JUNIOR (CONTINUED)

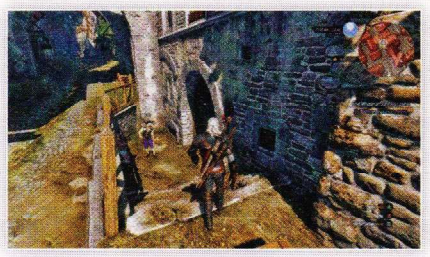
CASINO: LET'S MAKE A DEAL

OBJECTIVE:

- Find Whoreson Junior's casino.

STOUT FELLOWS: CLEAVER'S DWARVEN ALLIANCE

You may be undertaking Secondary Quest: The Gangs of Novigrad, at this point. If you've met Cleaver at his hideout, and agreed to help the dwarves slay as many of Whoreson's men as possible, you can plan an attack with some back-up, as one of the "Vulgar Violenace" options (see below).



Your next port of call is the underground gambling den Whoreson is running in the dilapidated Gildorf District, over on the eastern side of the city. The entrance is guarded by two of Whoreson's bouncers. Talk to these tattooed clowns, who tell you this is an invite-only establishment. You can:

- Make a deal: They laugh at you, and prevent you from entering the casino.
- Threaten them. This turns into violence, and means your entire investigation of the casino occurs using your steel sword rather than subtlety.
- (200 crowns) Bribe them with a bag full of money. This works, unsurprisingly.
- (Axii Delusion Level 3) Flummox them into letting you in, and wishing you luck.

There are two main ways you can complete this objective:

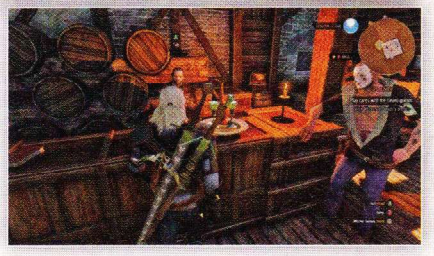
- **Peace and Prosperity: You can use cunning and Gwent-playing prowess, and be careful during conversation choices not to arouse suspicion. If you win a round of Gwent against two of the casino patrons, the dealer invites you upstairs to a VIP room.**
- **Vulgar Violence: You can simply use combat to solve your problems, either with Cleaver's dwarves backing you up, or on your own after making an aggressive conversation choice. This leads to a pitched battle throughout the casino with Whoreson's men.**

PEACE AND PROSPERITY: ON THE CARDS

OBJECTIVE:

- Play cards with the casino guests.

Assuming you didn't start a fight already (if you did, we'll get to that in a bit), the patrons aren't particularly friendly, while Whoreson's henchmen aren't talking to the likes of you. The dealer at the front desk is also evasive—don't ask for Whoreson, or the situation turns violent. Instead, head up the stairs, past the strumpet and peasants, then sit down with a card player.



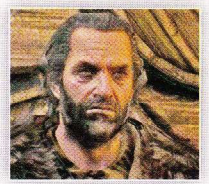
Pull up a bench opposite any of the players waiting for a Gwent opponent.

- One of the players tells you this is a high stakes game.
- One of the players tells you he doesn't play with plebs.
- One of the players doesn't like Witchers.

Do not, under any circumstances, tell them you're here to see the owner, mention Whoreson, or be impolite (or the situation turns violent). Be respectful during conversation choices, and when the opportunity presents itself, start a game of Gwent with the player. Now all you need to do is win! Beat two of the players once; emerge victorious in both games of Gwent.

GWENT: IT'S ON THE CARDS

Not mastered this ancient dwarven card game? Then consult the Gwent tactics on page 41. Remember that you can win some rare cards and monies from each opponent, and hone your Gwent game, making this the preferred course of action. This, in turn, helps you in your Gwent Secondary Quest: Collect 'em All! (page 310).



Whoreson's Dealer

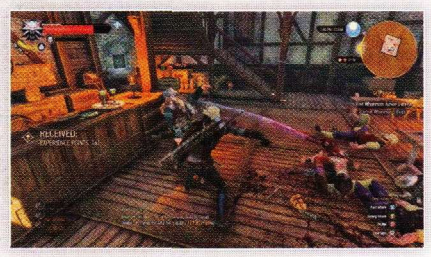
Once all three players have been bettered (and you can try to beat them as many times as it takes to win), Whoreson's dealer steps in and asks if you're interested in a special high stakes game upstairs. Hmmm… unless you're mistaken, this looks like an interrogation room. It seems Whoreson is on to you, no matter how non-violent you were! Instead of being tortured, you must now resort to savage swordplay and vanquish every enemy throughout this casino! A Vulgar Violent outcome is imminent!

VULGAR VIOLENCE: SHORT ODDS

OBJECTIVES:

- Defeat Whoreson Junior's thugs.
- Search the casino for information about Whoreson.

Visiting Whoreson's casino ends in combat no matter how careful or respectful you try to be. Prepare for battle when one of the following activities occur:



- **You visit Cleaver (Main Quest: The Gangs of Novigrad), agree to slay every one of Whoreson's men, meet up with a group of dwarves prior to visiting the casino, and launch an all-out strike at this establishment without worrying about a game of Gwent. Attack!**
- **You speak to the bouncers, dealer, or any player outside or inside this gambling den, and mention you want to speak to Whoreson. This causes suspicion, and you're deemed a threat. Fight!**
- **You manage to complete three games of Gwent, you're taken upstairs, and instead of a high stakes Gwent game, Whoreson's thugs try to torture you. Big mistake! Slaughtering time!**

CASINO RUMBLE

You will face about 12 opponents (Whoreson's men, bandits, and bouncers) during this attack; three on the ground floor, six on the Gwent game floor, and three in the upstairs interrogation room. Expect a much easier fight with Cleaver's dwarves backing you up (but less XP rewarded as there are fewer kills).

CASINO CONCLUSION: RICO THE SQUEALER

OBJECTIVES:

- Talk to the tied-up halfling in the casino.
- Talk to Dijkstra about Whoreson's ties to the Redanians.
- Talk to Vernon Roche in the partisan camp.

Rico

Once the massacre is over, return to the top-floor interrogation room, and locate the bound halfling with serious facial contusions. After some attemps at wit, Rico tells you he was mistaken for one of Bedlam's moles. He's learned Whoreson is working with the Redanians. At the end of the chat, choose to let Rico go. Even though you may not trust him, Rico is an ally of Bedlam (the King of Beggars), and he tells you to visit him for a reward after you cut Rico's bonds. This begins Secondary Quest: Honor Among Thieves. Main Quest: Get Junior continues.

Before starting this new quest, head back to the Bathhouse, and visit Dijkstra in his library office. There's a wealth of conversation options here (about your investigation progression, Dijkstra's own contact with Radovid, and chats about Radovid plucking the eyes out of the sorceress Philippa Eilhart), but tell him that Junior is working with the Redanians. Answer how you wish. You ask Dijkstra if he has a contact among the Redanians. He doesn't, but you do! Remember the *former commander of the Blue Stripes? Vernon Roche! He's holed up in a camp* near Oxenfurt.

DECISIONS, DECISIONS

At this point, you have multiple objectives to be completed in any order. You can:

- Continue Main Quest: Get Junior and visit the arena.
- Continue Main Quest: Get Junior and visit Vernon Roche.
- Continue Secondary Quest: The Gangs of Novigrad, visit Cleaver, and claim your reward (see above).
- Start and conclude Secondary Quest: Honor Among Thieves and visit Francis Bedlam, King of Beggars.

DANGER ALERT SPOILER ALERT

! SECONDARY QUEST: HONOR AMONG THIEVES

Locations: Putrid Grove (Novigrad)
Characters: Francis Bedlam, King of Beggars

BEGGARS' BELIEF

OBJECTIVE:

- Collect a reward from the King of Beggars for freeing Rico.

QUESTING DECISIONS

This quest starts only after you free Rico the Halfling from Whoreson's casino.

WHORESON'S HENCHMEN: ACTIVE IN NOVIGRAD

Beware! Expect to fight at least eight of Whoreson's thugs as you cross the city, from this point onward.

Francis Bedlam, King of Beggars

Trek across Novigrad, moving to the hideout of Francis Bedlam, which is at the Putrid Grove where you first met Triss during Main Quest: Pyres of Novigrad. Knock at the door and inform the sentry that you're here to see Bedlam (or enter via the sewers). Enter his residence, and speak to Francis, telling him his halfling sang like a Swallow. However, the little fellow is still alive, and the promised reward is handed over as this quest concludes.

ITEMS: **Quest Items: Mastercrafted Silver Sword, Cidarian Gamberson, Cured Leather (5)**

! MAIN QUEST: GET JUNIOR (CONTINUED)

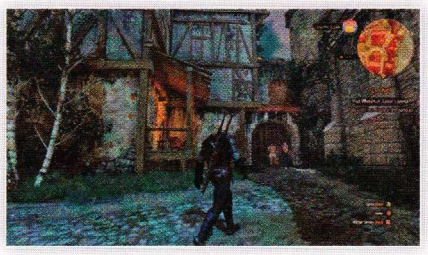
ARENA: INTO THE PIT

OBJECTIVE:

- Visit Whoreson Junior's arena.

QUESTING DECISIONS

You may be undertaking Secondary Quest: The Gangs of Novigrad, at this point. If you've met Cleaver at his hideout, and agreed to help the dwarves slay as many of Whoreson's men as possible, you can plan an attack with some back-up, as one of the "Senseless Slaughter" options (see next page).



Your next area of investigation is the subterranean sewer section in the Bits district, which Whoreson Junior has turned into an illegal fighting arena. Head to the northeastern part of the city. The gated entrance is guarded by two of Whoreson's bouncers. Speak to these inked idiots, who aren't about to let the likes of you in here. You can:

- (100 Crowns) Bribe them with a bag full of money. This works, unsurprisingly.
- (Axii Delusion Level 3) Flummox them into letting you in, telling them you're here to fight.
- (Invitation) Wander The Bits District, looking for a poor fellow in this impoverished slum being set upon by thugs. Expect the fracas in the area close to the arena entrance, and the Vilmerius Hospital. Loot the corpse of this victim—a man named Zdenek, who you may remember from previous adventures—and show this invitation to the bouncers.
- Threaten them. This turns into violence, and means your entire investigation of the arena occurs using your steel sword rather than subtlety.

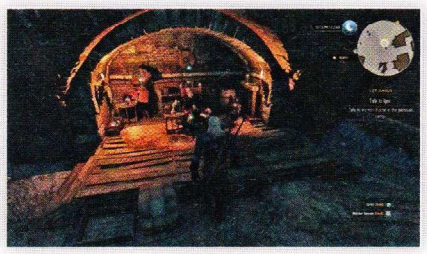
There are two main ways you can complete this objective:

- **Arena Agitator—You can speak to the man in charge of the arena; Igor (also known as Hook). Then you can face a variety of opponents in combat for prestige and coin, before concluding your investigation.**
- **Senseless Slaughter—You can simply use combat to solve your problems, either with Cleaver's dwarves backing you up, or on your own.**

ARENA AGITATOR: A MURDEROUS MUTANT!

OBJECTIVES:

- Talk to Igor.
- Fight in the ring to prove you'd make a good bodyguard.
- Defeat your opponent(s).
- Survive the fight.



Igor the "Hook"

Descend the sewer steps, through two gates, and listen to the henchmen talking about the proposed fights scheduled in the arena. Head south, passing some fisstech addicts, then head east passing a locked gate on your left, passing guards and gaining an audience with Igor himself. You tell him you need work; perhaps as protection. Igor seems interested. Don't mention Whoreson's name, but otherwise answer however you wish. He wants to test your mettle. Survive three bouts in the arena, and you'll be put to work. Agree to this. You have time to prepare after agreeing.

MEDITATION AND PREPARATION

Feel free to prepare and meditate for a number of (sanctioned) fights to come, before visiting Igor himself.

You appear in the arena (and there is no escape). Igor whips up the crowd with talk of your murderous nature, and then introduces your opponent(s):

Bout #1: Gustav Roene: A hardy man, but with little combat prowess. You can:

- **Swiftly kill him. The crowd goes wild.**
- **Spare him as he has three children. The crowd isn't happy, but Gustav is; he helps you during all the subsequent bouts!**

Bout #2: The Hairy Brothers: Two Skelligers who are double the trouble. Although you may yell at the last remaining brother to yield, he is too proud, and must be slain. The crowd goes apoplectic with bloodlust!

Bout #3: A Wyvern appears, and must be brought down to earth with a thug (and possibly a Sign or crossbow bolt). Dodge, weave, and watch that breath! The mob is freaking out!

Bout #4: Wait, wasn't this three rounds? Well, you're tested with a pair of Endrega. Consult the Bestiary chapter of this guide if slaying these terrible insects is beyond your competence.

Bout #5: Boris! A large lumbering bloodthirsty bear pads out to maul you. Return the favor, and expect a protracted combat. End him, and you conclude your career as a pit fighter.

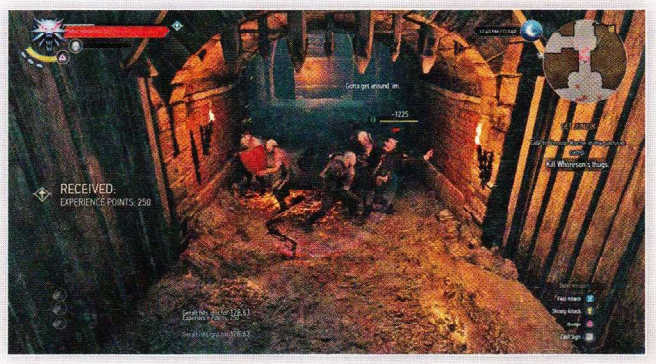
As the applause dies down, a figure appears on the balcony above. He introduces himself as Cyprian Willey, known to most as Whoreson Junior. Answer as you wish. Whoreson is about to leave when Igor comes running into the arena. Cleaver's dwarves are in the tunnels! Whoreson orders all of them killed. Along with you! Instead of a peaceful solution, you must now resort to brutal bloodshed and slay every enemy throughout this sewer! A Senseless Slaughter is inevitable!

Cyprian Willey

SENSELESS SLAUGHTER: A MASSACRING MUTANT!

OBJECTIVE:

- Kill Whoreson's thugs.



Exploring Whoreson's arena ends in combat no matter how careful or respectful you try to be. Prepare for battle when one of the following activities occur:

- **You visit Cleaver (Main Quest: The Gangs of Novigrad), agree to slay every one of Whoreson's men, meet up with a group of dwarves prior to visiting the arena, and launch an all-out strike into the sewers without worrying about a brief career as a pit fighter. Charge!**
- **You speak to Igor and mention the name of Whoreson. This causes suspicion, and you're deemed a threat. Let battle commence!**
- **You manage to complete all bouts of arena combat, after which Cleaver's dwarves arrive anyway, no matter what your previous choices. Whoreson's thugs turn on you. Big mistake! Dismembering time!**

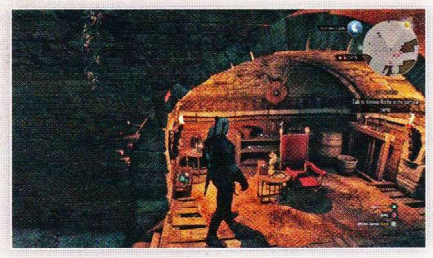
ARENA RUMBLE

Expect around 16 opponents (Whoreson's henchmen, bandits, and bouncers) during this attack; six on the arena corridor level and the rest upstairs where you met Igor. Expect a much easier fight with Cleaver's dwarves backing you up (but less XP rewarded as there are fewer kills).

ARENA CONCLUSION: THE REDANIAN CONNECTION

OBJECTIVES:

- Search the area for information about Whoreson.
- Read the documents you found.



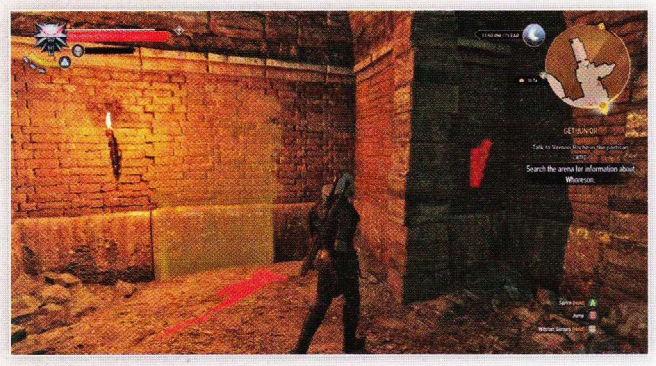
Tear through the assembled thugs, including Igor. When everyone not under five foot tall is dead, begin a reconnoiter of the area. Begin by finding the corpse of Igor, near his throne to the west of the arena balcony, and search it. You're looking for a key.

Approach the chair Igor sat on, and unlock the small chest on the side table. Aside from a gold ring, there's a message in here. Access your Inventory menu and read it.

ITEMS: Quest Items: Key to the Novigrad Arena, Message from Igor

OBJECTIVES:

- Use your Witcher Senses to find a way to acess the secret stash.
- Search the secret stash.
- Read the mysterious letter.



The message tells of a hidden lock box with valuables inside it. Fortunately, the route to find it—down the corridor leading from the upper level toward the arena, turning so your back is to the grating and then looking to the wall opposite you—is easy to follow. Turn from the throne and head west down the tunnel. Turn right (north) through the arch grating. Turn right again (east) and run down the sloping tunnel, which curves to the right (south). Then turn left (east) and locate the scraping on the ground of the alcove along the far wall. This signifies a secret door. The wall torch to open it is on the wall, just right of you (left of the rubble pile). Light and interact with it. Step through the wall opening, and gather the following from the secret stash:

ITEMS: Crowns, Quest Item: Mysterious Letter

OBJECTIVE:

- Talk to Dijkstra about Whoreson's ties to the Redanians.

Access your Inventory menu and read the letter; it tells of King Radovid's displeasure at Whoreson for not ridding Novigrad of the other members of the "Big Four" (Dijkstra, Cleaver, and Bedlam). It is signed "M." This knowledge should definitely interest Dijkstra, so return to the Bathhouse, and visit Dijkstra in his library office. There's a wealth of conversation options here (about your investigation progression, Dijkstra's own contact with Radovid, and chats about Radovid plucking the eyes out of the sorceress Philippa Eilhart), but tell him that Junior is working with the Redanians. Answer however you wish.
You ask Dijkstra if he has a contact among the Redanians. He doesn't, but you do! Remember the former commander of the Blue Stripes? Vernon Roche! He's holed up in a camp near Oxenfurt.

DECISIONS, DECISIONS

At this point, you multiple objectives to be completed in any order. You can:

- Continue Main Quest: Get Junior and visit the casino.
- Continue Main Quest: Get Junior and visit Vernon Roche.
- Continue Secondary Quest: The Gangs of Novigrad, visit Cleaver, and claim your reward.
- Start and conclude Secondary Quest: Honor Among Thieves and visit Francis Bedlam, King of Beggars.

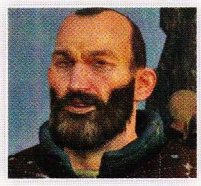
VERNON ROCHE: TEMERIA'S LAST HOPE

OBJECTIVE:

- Talk to Vernon Roche in the partisan camp.
- Nearest Signpost: Temerian Partisan Hideout.

QUESTING DECISIONS

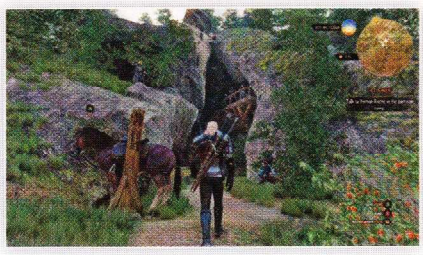
This objective begins once you either complete your investigation of the casino, or the arena, or both.



Hortensio

Vernon Roche

Ves



Time to leave Novigrad; summon Roach and gallop southeast toward Oxenfurt. In the rolling hills and scattered woodland just north of this second city, is a rocky gorge. This is the Temerian Partison Hideout, where two old friends are ready to be reacquainted with. Speak to the guard named Hortensio. You can:

- **Have a slightly tense chat about hornbills, after which Vernon waves you in.**
- **(Axii Delusion Level 2) Flummox Hortensio into letting you into the camp.**
- **(*Witcher 2* Save Game or conversation with General Voorhis during Main Quest: Imperial Audience; if you sided with Iorveth in *Witcher 2*): Hortensio challenges you to a fistfight, after which you're let in.**

Ves strides in to talk to Vernon about saving some fleeing villagers, but Roche's threadbare army is stretched too thin to help. Ves sees you, rolls her eyes, and leaves. Speak to Roche, asking what he is up to, and how he wound up here, but more importantly, tell him you're looking for Whoreson. You tell him he counts Radovid as an ally, as does the man you seek. As luck would have it, Roche is on his way to meet a Redanian contact. He agrees to bring you with him.

KING TAKES PAWN

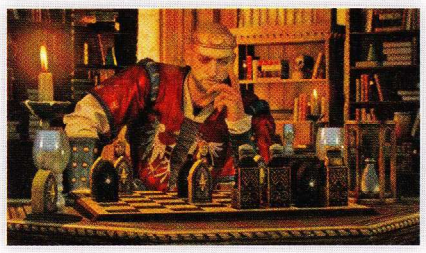
OBJECTIVE:

- Meet Roche by the bridge in Oxenfurt.
- Enter the chess club with Roche.
- Nearest Signpost: Novigrad Gate

Leave the rag-tag band of Roche's followers, and gallop south across the fields of hay, and across the eastern bridge (confusingly known as Novigrad Gate, despite being in Oxenfurt!), slowing to a canter as you spot Roche on the other side. Get off your horse, and tell him "let's go." Dismount and follow Roche. You're heading roughly south, passing numerous Redanian guards. In fact, there's a large number of them, as well as witch hunters. Something isn't right.

King Radovid V

It seems the club has been graced with the presence of King Radovid himself. He professes not to be a fan of the game, as it doesn't mirror real life. He asks you why he plays chess. Answer him however you wish as the question is mostly rhetorical. He bids you sit with him while he strains his metaphors and shows his madness. Answer as you like (regarding your understanding of what he speaks about). Radovid tells you a hidden truth; that a monarch is always surrounded by fools. Answer again, then Roche interrupts you by telling the king you're about to explain why you're here. Tell him you're looking for Whoreson.



The king is surprisingly helpful, letting you know he's placed Whoreson in an Oxenfurt mansion. To enter, you must tell the guards you've come about the new whores. "Fresh women" are constantly being sent there, and aren't treated well, apparently. When you ask why this information was so easy to come by, the king tells you he expects a favor from you in return. You will be contacted in due course. This occurs as the last of these sister quests. Once outside, you both remark on Radovid's descent into madness. Then Roche requests you return to his camp at some point; he has a terrible problem with Ves and needs someone to talk some sense into her.

QUESTING DECISIONS

Return to the King in Main Quest: A Favor for Radovid (page 110).

Return to Vernon Roche and help with Ves in Secondary Quest: An Eye for an Eye (page 129).

SQUEALING LIKE SOWS BEING SLAUGHTERED

OBJECTIVES:

- Get inside Whoreson's hideout.
- Search the guards' bodies.
- Search Whoreson Junior's residence.

QUESTING DECISIONS: FAILURE!

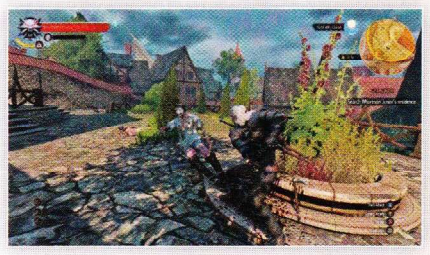
At this point, Main Quest: Gangs of Novigrad will fail if you haven't spoken to Cleaver or helped him slay Whoreson's men back in Novigrad.

Arguably the largest walled structure in all of Oxenfurt, Whoreson's estate features a stone wall too high to hop over, and an entrance on the western side of the compound that is guarded by a couple of henchmen.

- **The conversation usually turns violent if you slayed the enemies within the casino and arena, earlier in this quest.**
- **If you didn't kill anyone (fleeing, or leaving the dwarves to slay everyone), the conversation turns to the topic of "fresh girls" for Whoreson.**

VIOLENCE: THE CACOPHONOUS KILLER

If the situation turns violent. Quickly slay both guards, hopefully without attracting any Redanian soldiers into the fray. Then inspect one of the henchman corpses for a key. Use it on the large arched door they were stood in front of.



ITEM: Quest Item: Key to Whoreson Junior's Estate

Enter the estate grounds, immediately confronting a dozen of Whoreson's henchmen in a variety of locations; slice them by the stone steps. Pummel them around a central fountain. Decapitate a couple near the workshop; make a thorough sweep outside, and don't rest until the cobblestones are stained with their blood. Then enter the main mansion structure. Use the entrance near the fountain, or around the back at the tradesman's entrance. Expect a further four foes (two per room) as you invade the ground floor of the structure. Kill them all!

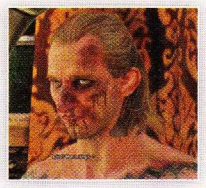
SILENCE: THE SNEAKING ASSASSIN

With your ruse believed, the bouncers at the gate point you to a secret passage close to the perimeter of the estate. Descend the ladder, into a narrow sewer tunnel, and maneuver right, then left to a cave-like area and search out a brick wall that looks unstable. Blast it with Aard, allowing you to enter the cellar of Whoreson's mansion. Expect to kill four foes as you head upstairs, and invade the ground floor of the structure. Kill any you wish, and optionally head outside for a more protracted battle.

LIVING DOWN TO HIS NAME

OBJECTIVE:

- Kill Whoreson Junior.



Cyprian Willey (Whoreson Junior)

Look for a set of stairs in the northwestern room of the mansion that leads up (east) to some grim findings on the upper floor. Use your Witcher Senses if you wish, and examine a horrific act this degenerate inflicted on a woman of Oxenfurt. Then open the bathroom door.

You catch Whoreson with his pants down (literally). The corpses of tortured prostitutes are strewn about the chamber like discarded clothing. It takes a single punch to put Whoreson on his back. After some vicious pummeling, Whoreson pleads for you to stop. Tell him you're here to kill or talk to him. There's more pleading. Eventually, he agrees to tell you about Ciri and Dandelion, who apparently came to him looking for help in repairing a phylactery. He obliged, and in return, they were to steal Reuven's treasure. When they failed to return, he flew off the handle, kidnapped their Doppler (Dudu), and kept the phylactery, which is on a nearby table. Main Quest: Get Junior temporarily stops.

DANGER ALERT SPOILER ALERT

MAIN QUEST: CIRI'S STORY: VISITING JUNIOR

Locations: Temple Isle District, Whoreson's Casino (Novigrad)
Characters: Ciri, Dandelion, Dudu
Enemies: Whoreson Junior, Whoreson's Henchmen

DUDU RESCUE

QUESTING DECISIONS

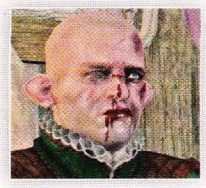
This quest starts automatically once you interrogate Whoreson Junior.

OBJECTIVES:

- Get on the roof. Get on the balcony.
- Enter through the window to Whoreson Junior's room.
- Kill Whoreson Junior.

Cirilla

Dandelion



Dudu

A few weeks earlier, on a stormy night in Novigrad, Ciri and Dandelion are attempting to free Dudu from Whoreson's clutches. You are Ciri. Answer Dandelion as you wish.

Then climb the adjacent ladder, the wooden scaffolding, and pull yourself onto the roof. Head roughly southeast, dropping down onto the balcony, and opening the nearby window. You're about to enter Whoreson's Casino building.

Whoreson is busy torturing Dudu, and doesn't see you drop in unannounced. After some rather foul language in front of a lady, he charges at you with sword drawn. Fight back with your magic and swordplay, using your enhanced dodging, and parry like your life depends on it. He periodically shouts at you regarding Reuven's treasure. Continue to whittle his health down.

END: FLEEING WITHOUT A PHYLACTERY

OBJECTIVE:

- Escape from Whoreson Junior's hideout.

You incapacitate Whoreson, but his men are on the way. You hatch a plan with Dudu. Three henchmen enter. None must leave. Slay all of them, then find the door to the stairs down to the balcony area of the casino. Make short work of four more foes. Then descend to the casino entrance level, and introduce your weapon to another four henchmen. Then leave the premises to conclude the quest.

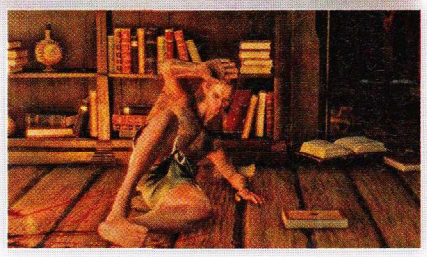
MAIN QUEST: GET JUNIOR (CONTINUED)

END: GOT JUNIOR

Ask Whoreson what happened to Ciri (and Dudu); he has no idea about the latter, but Ciri escaped. Whoreson pleads for his life. You can:

- **Kill him. This has an effect on Act III: Main Quest: Payback, and you can speak to Dudu about your actions then (page 183).**
- **Let him live, and incur the wrath of the other Big Four. This has an effect on Act III: Main Quest: Payback, and you can speak to Whoreson then (also page 183).**

Main Quest: Get Junior now concludes.



DANGER ALERT SPOILER ALERT

MAIN QUEST: A FAVOR FOR RADOVID

A CONTRACT FROM THE MAGE MURDERER

OBJECTIVE:

- Go see King Radovid.
- Nearest Signpost: Oxenfurt Port

Locations: Oxenfurt Port, HMS Oxenfurt-Tretogor
Characters: Redanian Soldiers, King Radovid V
Enemies: None

QUESTING DECISIONS

This quest starts automatically after Main Quest: Get Junior concludes.

Leave Whoreson's estate via the entrance you entered, and you're stopped in the street by some heavily-armored Redanian soldiers. It seems Radovid requires your presence at once. There's no point in stalling; you're taken across town to the HMS Oxenfurt-Tretogor, an impressive galleon. You leave your weapons and must stroll across the deck, following the guard.

Radovid is waiting. Speak to the sunken-eyed weasel of a ruler. He isn't one to mince words; he wants the sorceress Philippa Elhart found. He ordered her eyes gouged out, but this apparently hasn't dissuaded her troublemaking and recent escape. He wants her alive, and brought to him. He no longer trusts the Lodge of Sorceresses. You can answer however you wish, but the results are the same; travel into the mountains and find her.

At this point, Secondary Quest: Redania's Most Wanted begins. Simply complete this quest, and A Favor for Radovid concludes at the same time (see page 110). All that remains is to head to the Kingfisher Inn (off Hierarch Square), locate Priscilla in her bedroom, and tell her what you learned about Dandelion and Dudu. This quest now concludes.

! MAIN QUEST: COUNT REUVEN'S TREASURE

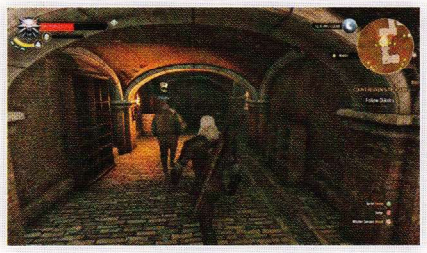
Related Quests: Main Quest: Get Junior, Main Quest: The Play's the Thing
Locations: Dikjstra's Bathhouse (Novigrad), Novigrad Sewers, Henckel's Townhouse, Shrine to the Eternal Fire, Witch Hunter Barracks Outpost
Characters: Sigismund Dijkstra, Bart, Fonce, Happen the Eunuch, Triss Merigold, Yamurlak, Priscilla
Enemies: Drowners, Witch Hunters, Witch Hunter Torturer, Kurt (Witch Hunter Leader), Commander Caleb Menge
Recommended Item: Axii Delusion Level 2

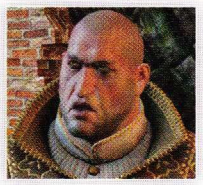
QUESTING DECISIONS

This Quest only becomes accessible once you start Main Quest: Get Junior (page 103), visit Sigismund Dijkstra's Bathhouse in Novigrad, fight off Whoreson's henchmen, and gather information regarding Whoreson afterward.

SHOW AND TELL DOWN THE WELL

OBJECTIVES:
- Follow Dijkstra
- Nearest Signpost: North of Ubbizi Townhouse.





Sigi Reuven (Sigismund Djikstra)

Bart the Rock Troll

After the bathhouse fracas, and you've dressed and met Dijkstra to glean information regarding Whoreson from him. Now ask about Dandelion. After some Grade-A sarcasm, he reckons Dandelion is dead. Answer him as you wish regarding a possible beef between them, and Dijkstra offers a surprising annoyance at the standard of Dandelion's recent poetry. After this additional sarcasm, Dijkstra says he has other problems to worry about. Problems you might be able to help him with. Ask him what he needs (or mention payment, leading to a short conversation about you helping the Emhyr), and he walks you to the pillared bathhouse chamber, and inserts a key into one of the columns. Water drains from the central well.

A secret ladder and passage down into the sewers beneath the bathhouse is revealed. Climb down the ladder, keeping your sword sheathed (or Dijkstra orders you to put it away), and follow him along the dank brick corridors… to a rock troll named Bart, who is banging its head against a sewer wall. Ask about Dijkstra's troll (he won it in a card game), then concentrate on the hole in the wall leading to the fast-moving effluent tunnel. Beyond it is Dijkstra's vault, which was filled with countless valuables, until someone made off with most of it. Agree to help and ask about:

- Witnesses (none other than Bart and the thieves, and the bathhouse didn't report any incidents on the day of the robbery).
- The approximate value (Dijkstra doesn't immediately tell you, but after you insist, he rattles off a list of valuables that could pay for a small invasion force).
- The hole in the wall; Bart attempts to explain ("boom" referring to explosion that blew open the hole in the wall, and "bad mushrooms" referring to pops mold with its toxic spores that grow in the sewers. They knocked the troll out and would kill most others).
- Now ask about who he used to track the thieves down. He mentions a lummox named Fonce—they both took an antidote to the mushroom poison, and explored the tunnels until Fonce vomited up the antidote and lost his protection, dying in the process. As he was dragging the body out, Dijkstra saw something monstrous in the poison mists, but can't elaborate further (though he can insult you some more). Now start your sewer exploration, taking the remaining antidotes from Dijkstra before you go.

ITEM: Quest Item: Pops' Mold Antidote (3)

A SWIG BEFORE THE SEWER TOUR

This antidote is critical to surviving the sewer exploration. Take this when you're close to the mold spore clouds. It lasts for 360 seconds.

EVEN WORSE-SMELLING THAN NORMAL

OBJECTIVES:
- Investigate the site of the break-in using your Witcher Senses.
- Follow the current.

After optionally speaking to Bart and gathering almost no useful information from the rock troll (aside from the fact it heard a hissing noise from the wall while it was taking a "turdy dump"), begin your Witcher Sense inspection of the scenery:

- The blast in the wall indicates it was blown open from the inside. The bathhouse drain pipes converge at this point.
- Step through the blasted wall into the sewer tunnel and search the initial chamber. There is a grate, and bits of pipe clear across the chamber—it was a powerful blast. Perhaps a bomb, and not a spell? The objective updates when you find both these clues.

CHECK YOUR MINIMAP

The current now appears on your minimap; follow it!

Now head to the open grating (east), and take one of the Pops' Mold Antidotes to continue.

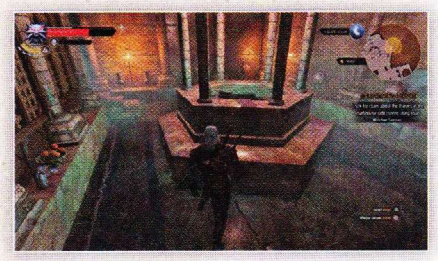
- There are three pipe gratings on the outside curve of the tunnel (to your right).

Further down the tunnel, prepare to slice apart a drowner lurking in the poison mists. Close by is an easily-overlooked emerald ring. Evidence that the thieves used this tunnel to escape. Continue down the tunnel to a connecting chamber. Slice two more drowners apart, then examine a corpse. This is Fonce, the thug Dijkstra hired. Follow the current and tackle two more drowners ahead.

OBJECTIVES:
- Use your Witcher Senses to search the sewer room for evidence.
- Return to the bathhouse and summarize with Dijkstra.
- Look for clues about the thieves in the bathhouse side rooms using your Witcher Senses.

Continue through an open gate into a large, wooden-walled storage chamber with a couple more drowners, and steps up to a balcony. There's no need to ascend. Check the iron gate to the west (along the sewer current) to find part of a silver cylinder with runes etched into it. A bomb part? Just beyond the gate is an exit to the canals of Novigrad (where the thieves probably loaded their loot onto a barge).

Your objective updates; retrace your steps through the poison mist, back into the cellars and pass Bart, then climb the ladder up into the columned bathhouse room. Now, maneuver your way through the bathhouse to Dijkstra's library office.



Happen the Eunuch

Tell him you're done investigating. You show him the bomb fragments, and inform him of the ingredients you smelled. Answer however you wish. After some talk about chemical reactions and sugar, tell him the bomb was found inside the pipe, and in pieces. You both deduce someone flushed the bomb down from a bathhouse pool inside this building. Use your Witcher Senses to uncover the following:

- There is a film of oil on top of one of the pools, southeast of your starting location. On the pool step opposite the oil is a silver lid matching the cylinder base you found. You summon Dijkstra.

Dijkstra tells Happen (his eunuch) to drain the pool. Ask about Happen's loyalty if you wish (it is beyond question), then inspect the pool. The grate has been removed. Happen rattles off the names of those who used the pool on the day of the explosion: Margrave Henckel? Impossible! He's been dead a year! Time to search his home, and pronto!

PARDON MY BEAUCLAIROISE, BUT WHO F--KING NICKED MY GOLD?

OBJECTIVES:

- Go to Margrave Henckel's house.
- Search Margrave Henckel's house using your Witcher Senses.

Head out of the Bathhouse and into the Town Square, then head west toward the Golden Sturgeon. Henckel's townhouse is across the street from it, although it looks rather run-down. "Knock" on the door using Aard and step through the splinters, to the residence where you can easily spot footprints leading upstairs, and onto a landing. Check the table nearby for some wine and an odd note. It contains a riddle to read.

ITEM: Quest Items: Bottle of Wine, Mysterious Note

OBJECTIVES

- Solve the riddle from the mysterious note.
- Search the hidden room using your Witcher Senses.
- Check what's going on downstairs.

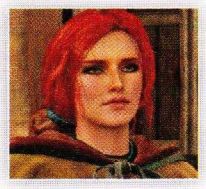
Adjacent there is a small room stocked with wine. You reckon the number of "your birth year" may refer to Dandelion or Ciri. Examine the wines belonging to the years 1251-1254. You place the bottle in the open slot for 1251 and there's a satisfying click in the room next to you. The door the footprints lead to is now open.

Inside this secret room (where Dandelion probably planned the heist) is the following to inspect using your Witcher Senses:

- Clues suggesting the bomb was created in this room.
- Instructions on how to build a bomb, signed by "Kalkstein."
- Some spilled wyvern oil.
- A chest at the foot of a bed, with a letter from Dudu on it. You read it. It is addressed to Ciri and tells of Commander Menge seizing the treasure and taking Dandelion.

ITEM: Quest Item: Letter from Dudu

You hear footsteps from downstairs. Time to investigate.



Triss Merigold

You're surprised to see Dijkstra and Triss Merigold. She's been called upon to provide help deciphering the rune on the bomb. Tell Dijkstra all signs point to Commander of the Temple Guard; Caleb Menge (though you can ask about him trusting you first). During this conversation, you can attempt a lie (that Henckel is still alive and orchestrated the heist with Menge), but Dijkstra doesn't believe you, and Triss steps in to further your commitment to completing this task. It is agreed to pay Menge a visit at the docks, and find out where Dijkstra's gold is being held.

You can also tell Dijkstra that you and Triss were together, but this is in the past (and the less romantic choice compared to telling Dijkstra he's using you both). After straying from the topic (talking about your relationship with Triss), you both focus on the task at hand. But this isn't simply about finding the gold; it's about finding Dandelion. Triss tells you to meet her at the Eternal Fire shrine (east of the harbor) around midnight. You'll infiltrate the witch hunter barracks from there.

KEEPING YOUR COOL, OR TESTING YOUR METTLE

OBJECTIVE:

- Meet Triss at the Eternal Fire shrine near the harbor around midnight

Move roughly southward from Henckel's townhouse, crossing the canal and heading to the brothel district, just east of the docks. Locate the shrine to the Eternal Fire (as shown), and meditate until midnight. Triss arrives, telling you the barracks is a fortress, and sneaking in would be impossible. Fighting into the structure would cause Menge to easily flee, so a more cunning plan is needed. Cuff Triss with her shackles (opt for a flirty response if you wish). The plan is to present her as a prisoner to Menge personally. Agree to this, and personally thank Triss if you want to make her blush.

You automatically arrive at the Witch Hunter Barracks, where your captive quickly draws a crowd of Menge's men. The men immediately want to remove Triss from your vicinity. You can:

- **Stay calm, and request an audience with Menge (telling the witch hunter leader you have knowledge regarding Philippa Eilhart's whereabouts). Make sure all your conversation responses are measured and don't insult the foes. You're able to gain entry into the building with the Leader and Triss. Consult the section marked "Infiltration", below.**
- **Tell the men they aren't about to "do any ripping," or make any other conversation choice that seems more insulting or hints at violence, and you blow Triss' plans completely. A massive fight breaks out and all foes must be vanquished. Consult the section marked "Eradication."**

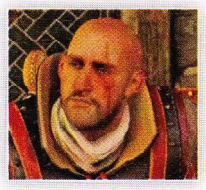
SILENCE, NOT VIOLENCE

It is imperative that you don't attack Menge and his witch hunters if you wish to help Dijkstra obtain his lost loot. If you manage to keep your cool, Dijkstra becomes available during Main Quest: Brothers in Arms: Novigrad (page 166), to request help for the Battle of Kaer Morhen, so this is an important decision to make!

INFILTRATION: NAILED IT

OBJECTIVE:

- Follow the witch hunter leader.



Commander Caleb Menge

You're led up the central stairs of this outpost. Stray too far from Triss, and you're warned to keep up. Ignore this, and the witch hunters turn hostile (leading to the "Eradication" solution). Triss is handed off to a torturer, who reckons losing a few fingernails might loosen Triss' tongue (before it's cut off). Answer with:

- **"Fine, take her." Or,**
- **"Fine, but no torturing." (which raises the suspicion of the hunter; answer callously or use Axii Level 2 so your cover isn't blown).**

TRIPPING UP TO SAVE TRISS

Throughout this infiltration, you have numerous chances to save Triss, and give the game away that you're not here to provide information on the whereabouts of more sorceresses. Choose any conversation answer other than the ones list here, and the witch hunters grow too suspicious, your cover is blown, and the "Eradication" plan must be completed instead.

While Triss begins her torture, you're ordered to sit down with Menge. He offers you a drink (interestingly, the goblet is silver; he's making sure you're not a doppler). Answer with:

- **"Why not."**

Menge shoos away Kurt the witch hunter leader, and the conversation turns to testing you regarding the wine and goblet. You can elongate the conversation if you wish, but don't ask to release Triss. Answer with:

- **"Your hunters are torturing Triss, but haven't been paid."**

The muffled sounds of fingernail extraction can be heard as Menge tests your mettle. Hold firm! He's impressed you turned in your lover. Answer with:

- **"Witchers do anything for gold" or "Triss betrayed me first."**

This pushes the conversation forward more quickly. Be sure you listen for Triss biting the torturer, after which she's gagged. Menge is surprised at your callousness; perhaps you can make a deal after all. He asks about Philippa. Make sure you don't choose "I'm looking for this treasure," and instead, answer with:

- **"Free my friend Dandelion."**

Menge refuses as he has a magnificent execution planned for him. In his hubris, he lets slip that Dandelion is being held in the dungeons beneath Temple Isle. Menge stands, drops a couple of notes into a fire, and wants to check in on Triss. He finds Kurt and the torturer dead. Triss advances while paralyzing him with a spell conjured from her bloodied hand. After stabbing him in the throat, she lets Menge fall dead on the torture room floor. Speak with her, telling her about Dandelion's location.

You can tell her Menge burned some papers, but it is too late to salvage them. You can acquire whether necromancy is worth trying, but Triss doesn't practice such magic. You decide that your friend Dudu might be able to help. Triss finds an office key on Menge's body, and a vault key hidden in the lining of his tunic. She hands both to you to give to Dijkstra. This might not be enough, but should keep him off your backs. For now though, it's time to find a way out of this place. The quest paths now merge, as you return to Dijkstra.

ITEMS: Quest Items: Key to Menge's Key, Key to Dijkstra's Treasury

ERADICATION: EXECUTING MENGE WITHOUT BREAKING A NAIL

OBJECTIVES:

- Kill the witch hunters.
- Kill Caleb Menge.
- Search Menge's desk for any clues.
- Read the note from Menge's desk.

- **If you made a verbal error during your conversation with the witch hunters, they turn on you and a fierce battle begins. Since there are around 16 of them to face, it's usually best to remain in the exterior courtyard. Cut down foes that appear in the yard first, before venturing into the barracks itself. After a hard-fought slog up the central stairs and a confrontation with a witch hunter torturer, more guards that Menge summons, before you enter Menge's office and face down the commander himself.**

After cutting him down, Triss appears and comments on your lack of subtlety. Search the desk for a letter and book; reading the note (in your Inventory menu), before speaking to Triss again. She finds an office key on Menge's body, and a vault key hidden in the lining of his tunic. She hands both to you to give to Dijkstra. This might not be enough, but should keep him off your backs. For now, it's time to find a way out of this place. The quest paths now merge, as you return to Dijkstra.

ITEMS: Quest Items: Letter to Caleb Menge, Menge's Holy Tome, Menge's Key, Key to Dijkstra's Treasury

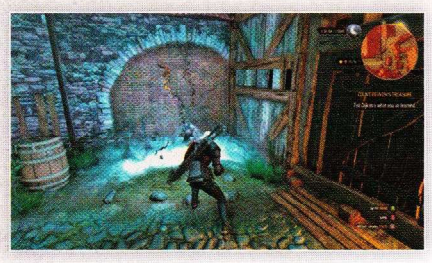
INFILTRATION AND ERADICATION: OUTPOST EXTRACTION

OBJECTIVES:

- Find a way out of the witch hunters' outpost.
- (Optional) Sneak out the witch hunters' outpost.

Whether you used wanton or targeted violence, you must leave here by the following route. Using Menge's Key, your only exit option is to find the door in the northwest corner of Menge's office, and open it. Step onto a wooden balcony down the side of the building. Triss tells you she's going to stay here to burn the place down. Optionally help her by using Igni on any flammable objects located along the building's wall.

Leave the outpost without attracting attention by jumping on the crates near a torch, stepping onto a shed roof adjacent then dropping down into the outer courtyard.



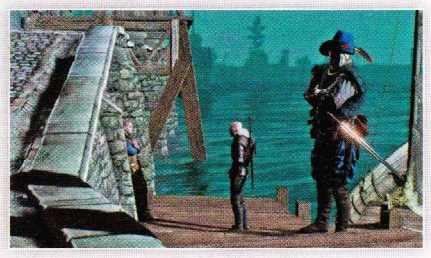
The main doors to the outpost barracks are locked, forcing you to improvise. Turn and look for a bricked-up arch in the northern part of the walled compound, and utilize Aard to shatter the crack up the middle of the brickwork. Rush through, and you're apprehended by Dijkstra's (sorry, Reuven's) henchmen, and taken to the docks.

INFILTRATION END: I ALWAYS PAY MY DEBTS. EVEN TO LIARS.

OBJECTIVE:

- Tell Dijkstra what you've learned.

Dijkstra isn't pleased that you didn't return with a cartload of valuables. But you do have the key to the vault, and hand it over. Since you've figured out where Dandelion is, Dijsktra tells you never to lie to him again. You part ways and head off to inform Priscilla.



ERADICATION END: A TOAST TO YAMURLAK

OBJECTIVES:

- Tell Dijkstra what you've learned.
- Find the drop box using your Witcher Senses.
- Place the Holy Tome there to signal that you want to meet with the spy.

Dijkstra isn't pleased that you massacred Menge and didn't return with a cartload of valuables. But you do have the key to the vault, and hand it over. Dijkstra tells you never to lie to him again. But there's the letter from the spy calling himself "Yamurlak." It details how to arrange a meeting. Dijkstra tells you the spy usually shows up in a ruined house, in Farcorners, around midnight. How does Dijkstra know this? He's a former spy himself. You part ways and head off to attempt a rendezvous with this "Yamurlak."

Head to the Eternal Fire shrine directly east of the Hierarch Square signpost, in the eastern part of town, and use your Witcher Senses to uncover the lockbox on the southeast pillar. Interact with it to place the Holy Tome and signal for the spy to show up.

OBJECTIVES:

- Be at the arranged meeting place at midnight.
- Find a good place to hide and wait for the spy.

Yamurlak the Spy

Now head southward, passing through the Glory Gate and out of the walled part of Novigrad, to the nonhuman shanty town of Farcorners. Locate the empty house after meditating until around midnight. Enter, then step behind the open door to start hiding. You're surprised as Triss arrives, explaining she learned of the place from Dijkstra, and wanted to see this through to the bitter end.

When the spy appears at the house, he's not eager to talk. However, with some convincing from Triss (and her magic torture tricks), he becomes more talkative—you can choose to let her continue using her magic on the spy or ask her to stop. Either way, the spy will talk. He reveals that Dandelion is in the dungeon on Temple Isle, awaiting his execution.

Both you and Triss know that this spy can't be released after your conversation. You can choose, however, if Triss should wipe his memory or kill him. You then decide that your doppler friend Dudu might be able to help—by impersonating the recently-killed Menge to arrange Dandelion's escape.

THE VERY END: DANDELION'S PREDICAMENT

OBJECTIVE:

- Talk to Priscilla.

Priscilla

All that remains is to head to the Kingfisher Inn (off Hierarch Square), locate Priscilla in her bedroom, and inform her of Dandelion's predicament. This quest now concludes.

If you completed this quest and obtained information on Dandelion from Menge while under cover, without violence (until the very end), you can call upon Dijkstra to help you during Main Quest: Brothers in Arms: Novigrad.

If you completed this quest and obtained information on Dandelion from Menge while massacring him and his men, you are unable to call on Dijsktra's help during Main Quest: Brothers in Arms: Novigrad.

DANGER ALERT SPOILER ALERT XXX

MAIN QUEST: THE PLAY'S THE THING

Related Quests: Main Quest: A Poet Under Pressure; Main Quest: Ciri's Story: Breakneck Speed, Main Quest: Get Junior, Main Quest: Count Reuven's Treasure, Secondary Quest: Carnal Sins, Main Quest: Ugly Baby
Locations: Kingfisher Inn (Novigrad), The Butcher's Yard Theater, Puffins' Townhouse, Novigrad Docks
Characters: Priscilla, Irina Renarde, Nissa, Sofus the Bull, Hal, Abelard Rizza, Maxim Boliere, Dudu
Enemies: Bandits, Fatso, Enraged Townsfolk
Recommended Item: 120 Crowns

QUESTING DECISIONS

This quest starts automatically once Main Quest: Count Reuven's Treasure and Main Quest: Get Junior both conclude, after deciding you must locate your doppler friend, Dudu.

IT IS NOT IN THE STARS TO HOLD OUR DESTINY, BUT IN OURSELVES

OBJECTIVE:

- Tell Priscilla what you've learned about Dudu.

Priscilla

Return to the Kingfisher Inn off the Town Square in Novigrad, close to the Ubbizi Townhouse, and head up the first flight of steps, onto the landing, then take the door on the right into Priscilla's room. You tell her of a plan to find the doppler Dudu, convince him to assume the form of Captain Menge, order Dandelion moved to Oxenfurt, and attempt an extricating ambush along the way. Ask Priscilla about Dudu, and she mentions he was friendly with Irina Renard's theatrical mummers' troupe. Suggest the idea of staging a play with a hidden message to Dudu in it, and lure him out that way. Priscilla agrees, but with a much more grand plan: to write an entirely new play. Agree to work on the play at once, after which Priscilla throws ideas at you. Choose the following:

- **The title of the play ("The Doppler's Salvation" or "A Changeling Rescued, or the Witcher's Triumph").**
- **Whether the play is a comedy or a melodrama.**

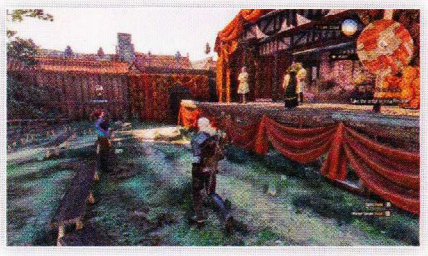
DECISIONS, DECISIONS

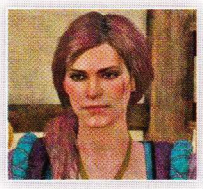
These choices affect only how successful the play is, and your reward for staging it (cut of the profits). In addition, after the comedy concludes, everyone leaves peacefully. After the melodrama concludes, there is a riot.

A few hours later, Priscilla has some semblance of the play ready, and requests you present it to Irina Renarde over at the Butchers' Yard off the main square.

OBJECTIVE:

- Take the script to Irina Renarde.





Irina Renarde

Exit the Kingfisher Inn, run south along the edge of the Town Square, making a left and right toward the Ubbizi Townhouse, which overlooks The Butcher's Yard where the troupe are practicing. The door is locked and a Ticket Seller requires you pony up some funds.

- (50 Crowns) The only way into this area is by purchasing a ticket.

Bards are strumming, and the mummers are learning their lines with Irina Renarde offering constructive criticism. Talk to Irina, telling her you're here to speak about Dudu. In her back room, you explain your most cunning of plans. She agrees, but she requires some additional preparation:

- Ushers are needed for protection (as the Novigrad audiences can sometimes be a little… "difficult" with the tendency to pelt the troupe with bricks and sharp implements). Find some muscle on the docks.
- Heralding the new play across the city is important, so the Puffins (a group of street artists) must be approached to help out.

After optionally asking for the locations of each group of helpers, set off to hire them. This can be done in either order, though the Puffins are closer to your current location.

IF MUSIC BE THE FOOD OF LOVE, PLAY ON

OBJECTIVES:

- (Optional) Recruit jugglers from the performing troupe called the Puffins.
- Get rid of the thugs lurking outside the Puffins' house.
- Nearest Signpost: Southern Gate

Nissa (of the Puffins)

Quickly dash to the northeast, into the tall looming wattle-and-daub slum houses in The Bits district, close to the Southern Gate, in the middle of Novigrad's maze of muddy alleyways. This leads to an unassuming townhouse with a poster and graffiti outside. Push open the glass door, and enter the Puffins' Townhouse where a mournful lute is being played. They aren't in the best of moods, as they're facing constant harassment from Fatso's gang, who are intent on driving them out of Novigrad. Offer to deal with the thugs.

Fatso

Exit the townhouse, and continue east down the wooden steps, to a street corner where a group of thugs loyal to the Church of the Eternal Flame are bullying a peasant. These are nothing more than common bandits, and they certainly have no kind words for you. You can:

- Tell them to go away. Now.
- (50 Crowns) Attempt to bribe them to leave.
- (Axii Delusion Level 2) Befuddle them into leaving.

All choices lead to the same conclusion—a fight. Draw your sword and make mincemeat of these three bandit thugs. Feel free to utilize your fists or steel sword during the fracas. After realizing their error in challenging you, Fatso and his men are sent packing. The Puffins appear, thank you so profusely it borders on verbal harassment, and agree to advertise your play without the need for payment.

- **Hire the Puffins, and more of Novigrad's citizens come to watch your play. If it's a melodrama, there is a larger angry mob rioting afterward, too!**
- **Ignore the Puffins' predicament, and don't expect a large crowd to appear at your opening night.**

TO DO A GREAT RIGHT DO A LITTLE WRONG

OBJECTIVES:

- Head to the docks and hire ushers for the play.
- (Optional) Defeat the strongmen form Metinna.
- Nearest Signpost: Novigrad Docks

Sofus the Bull

Travel west toward the southern part of Novigrad docks, where the rowdy townsfolk and dockhands live. Follow the curve of the dockside until you reach the commotion of a street fight. Strike up a conversation with a sizable gentleman called Sofus the Bull. Tell him you require his services to provide protection for the play. But Sofus and his brother Hal are only interested in arse-kicking. You can:

- (70 Crowns) Offer to pay him for his services. He agrees.
- (Fistfight) Or agree to a bout with Sofus and Hal by the docks. Utilize fists only, and prepare for fisticuffs. Winning or losing the bout still results in Sofus, Hal, and his toughs agreeing to help you.

O, HAD I BUT FOLLOWED THE ARTS!

OBJECTIVE:

- Talk to Irina Renarde and start the play.

Zoltan Chivay

Head back to the Butcher's Yard theater. Sofus' toughs are already positioned either side of each entrance. Enter the main building across from the courtyard, and speak with Irina. Now discuss the script. She's taken a look at the script, and must discuss a few hiring choices. You can:

- Only choose yourself in the role of the Witcher.

➤ **Choose either Priscilla or Irina herself in the role of the Princess.**

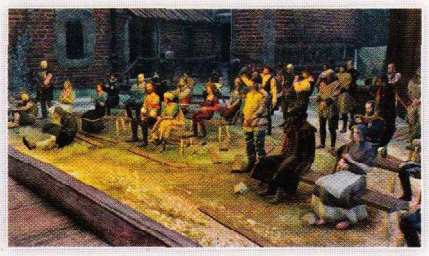
➤ **Choose either Aleblard Rizza (competent, but uninspiring) or Maxim Boliere (outstanding but usually drunk) in the role of the Prince.**

Conclude the conversation by telling Irina you need to learn your lines (you actually don't, but this pauses the quest in case you wish to meditate or otherwise prepare). Agree to start the play when you're ready. Naturally, Zoltan shows up; he'd rather shave his beard than miss the opportunity to watch you prancing in a codpiece.

TO BE, OR NOT TO BE

The play begins. It consists of three Acts. Depending on your previous choices, the following occurs:

DECISION 1: THE PUFFINS



➤ **Decision 1: If you *hired the Puffins to* promote the play, the courtyard is packed with expectant townsfolk.**

➤ **Decision 1: If you ignored the Puffins and they didn't promote, the courtyard still has a sizable audience. The only difference is a larger XP reward for helping the Puffins.**

DECISIONS 2-6: A COMEDY OF ERRORS

Throughout this melodrama or comedy, you are forced to recite some lines written by Priscilla:

➤ **Decision 2: During Act I, you are required to step on stage, and deliver one of two lines:**

2: "I kill monsters for pleasure…" causes you to flub your line.

2: "To slay beasts most foul…" causes you to complete your line.

➤ **Decision 3: During Act II, you must deliver another one of two lines:**

3: "Perhaps 'midst the guests…" causes you to deliver your line with gusto.

3: "Maybe he's hid…" causes you to flub your line.

➤ **Decisions 4, 5, and 6: During Act III, you must deliver three sets of lines, as the play reaches its zenith:**

4: "If the maid loves him…" causes you to flub your line.

4: "Seems men's hearts…" causes you to complete your line with feeling.

5: "*But a lack of morals…*" causes you to flub your line.

5: "But a base heart…" causes you to ace your lines, and deliver a performance worthy of an understudy!

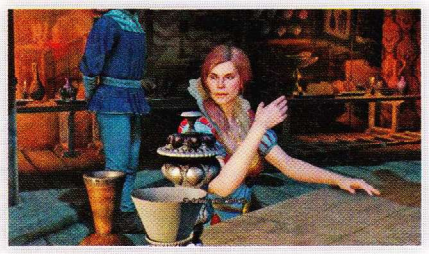
6: "No monster is he…" causes you to deliver a final, impassioned speech to bring the house down!

6: "Show love for the dopplers…" causes you to stumble, hashing the line.

The amount of XP you receive (150 for a perfect reading, or 110 if you flub all of your lines, and an amount in-between for partial success) depends on how perfect your delivery is.

DECISION 7: THE PRINCESS

➤ **Decision 7: If you chose Priscilla as the Princess, she appears rather radiant, but a little stiff in delivering her lines. Expect additional monies as a reward, if you choose her.**



➤ **Decision 7: If you decided on Irina as the Princess, she appears a little too old for the role, but gives it her all.**

There is no other difference, aside from the acting.

DECISION 8: THE PRINCE

- **Decision 8: If you picked Abelard Rizza as the Prince, expect a moderately entertaining performance by this professional, and additional takings as a reward.**

- **Decision 8: If you favored Maxim Boliere as the Prince, expect a slurred tipsy thespian that sometimes forgets his lines.**

DECISION 9: THE COMEDY OR MELODRAMA

- **Decision 9: If you decided the play would be a comedy, you beckon a guard with a scar up onto the stage as part of the play, and the third act finishes without incident.**

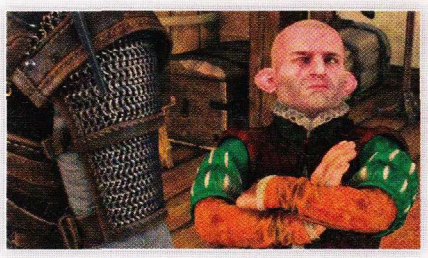
- **Decision 9: If you decided the play would be a melodrama, you beckon the guard up onto the stage. At this point, the Eternal Fire fanatics (and Fatso) start yelling at you for blashempy, and a fight breaks out. Defeat around eight bandits and enraged townsfolk, with the help of Sofus' toughs and Zoltan.**

BOLDNESS BE MY FRIEND

OBJECTIVE:

- Talk to Dudu in Irina Renarde's room.

The play was a triumph!? Now quickly head into Irina's quarters, and meet Dudu (in halfling form). Speak to Dudu about his escape from Whoreson's, after which you can optionally ask him to change into Ciri for you. The effect is… odd. Now tell Dudu that Dandelion has been found, and Dudu's help is needed in the most cunning of rescue attempts. This quest concludes, and Main Quest: A Poet Under Pressure begins (once Irina rewards you for your amateur(ish) dramatics).



Dudu (halfling form)

DANGER ALERT — SPOILER ALERT

MAIN QUEST: A POET UNDER PRESSURE

Locations: The Butcher's Yard Theater (Novigrad), Seven Cats Inn, Isolated Hut
Characters: Zoltan Chivay, Priscilla, Halflings and Dwarf, Dandelion
Enemies: Redanian Guards, Drowners, Witch Hunter

FORESEEN AT THE RAVINE

OBJECTIVES:

- Meet Zoltan at the site of the ambush.
- Nearest Signpost: East of Seven Cats Inn.

Travel eastward out of Novigrad, passing the Seven Cats Inn via the road by the river to reach the ambush point. As you approach the objective, head up the grassy embankment to the north, then around to a small campfire and some low brick ruins where Zoltan is waiting. He and some of his fellows have set the ambush for a convoy transporting Dandelion from his prison on Temple Isle (north Novigrad) to Oxenfurt.

- **If you helped Dijkstra with his treasure hunt during Main Quest: Count Reuven's Treasure, you can meet him back in his bathhouse office, and he agrees to send a small band of his men to help you with the ambush.**

Explain to the dwarf your intentions regarding raising suspicion or that an ambush is simpler (your choice). Then Priscilla arrives—an unwise move on her part due to the danger—bringing a note from Dudu. The convoy leaves at dawn, but she stays whether you ask her to leave or not. Zoltan challenges you to a game of Gwent while you wait. Agree or don't. Then wait until you hear the sounds of horses approaching.

PLUCKING A DANDELION

OBJECTIVES:

- Chase Dandelion's abductor.
- Use your Witcher Senses to pick up the trail.
- Ask if anyone from the camp has seen Dandelion's abductor.

Zoltan's forces cut trees from the sides of the ravine and a band of dwarves attack. There are reinforcements; Redanian forces hiding in a rear caravan, and the ambush takes a turn for the chaotic. During the commotion, a guard bolts on horseback, taking a bundled-up Dandelion with him. Leave the fighting immediately, and begin to chase the abductor. Scramble up the ravine to the grass field above, and whistle for Roach. He soon disappears, forcing you to use your Witcher Senses to track him.

Slow to a canter within the objective area, and spot the horse prints, following them roughly northeastward to the right of a lake. Beware of drowners along the lake shore. These creatures are out in force and around eight should be tackled.

Follow the horse tracks across a field, onto and off a road, back onto the road, and then northwest off the road again. Canter back onto the road and turn right (northeast) at the sunflower field. Then slow and ask around a farmer's camp on the road ahead (southeast of Beanston). One of the Townsfolk tells you a horseman rode through here with a "wench" squealing and wailing with a sack on their head. That's got to be Dandelion!

OBJECTIVES:

- Follow the smell of Dandelion's cologne.
- Explore the area in front of the hut in the woods.
- Enter the halflings' home via the secret passage.
- Free Dandelion. Defeat the Witch Hunter.

Just beyond the camp is a fork in the road. Dismount and inspect a strange object on the side of the right road. It is a perfume bottle—the heady aroma of "Nuits de Beauclair." Your Witcher Senses pick up the scent trail. Follow the smell into the woods, heading northeast up a side road, then into heavily forested hill. Just ahead is a dwelling in the woods (Isolated Hut Marker), evidence the horse was limping, and finally the abductor's horse itself. The beast collapsed on the grassy path. There are voices, too.

Approach the trio of little folk—a dwarf and two halflings are moaning about a hunter who bundled another man into their home, and locked himself inside. Tell them you're here to remove this "hunter," and ask if there's another way into the building. One of them hands you a key. Head to the hillock behind the cluster of structures, and locate this trapdoor (as shown). Unlock it, and descend the ladder.

ITEM: Quest Item: Cellar Key

Dandelion

Walk through the cellar, where the halflings spend their time (it seems) daubing paint everywhere. Head west to the opposite end of the cellar, and look for a second ladder. Climb up into the Isolated Hut. You can hear Dandelion's voice… until he annoys the guard so much he's gagged. Burst through the door, brandishing your steel sword and cut the witch hunter down where he stands.

You untie Dandelion, who is surprised to see Priscilla and Zoltan waiting outside. You attempt to steer the conversation away from Dandelion's inflated opinion of himself, and quiz him about Ciri's whereabouts. He remembers the last time he saw her; on Temple Isle running from Whoreson's men… This quest now concludes, as the halfling painters hand you one of their works.

DANGER ALERT SPOILER ALERT

! MAIN QUEST: CIRI'S STORY: BREAKNECK SPEED

Locations: Temple Isle (Novigrad), Elector's Square, Temple of the Eternal Light
Characters: Cirilla, Dandelion
Enemies: Redanian Guards, Whoreson's Men, Bandits

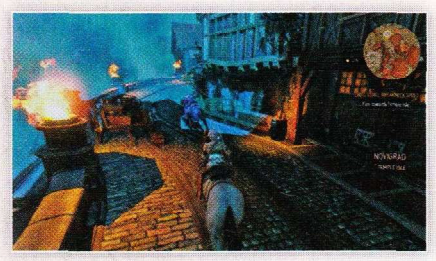
NO SANCTUARY AT THIS TEMPLE

OBJECTIVE:

- Flee toward Temple Isle

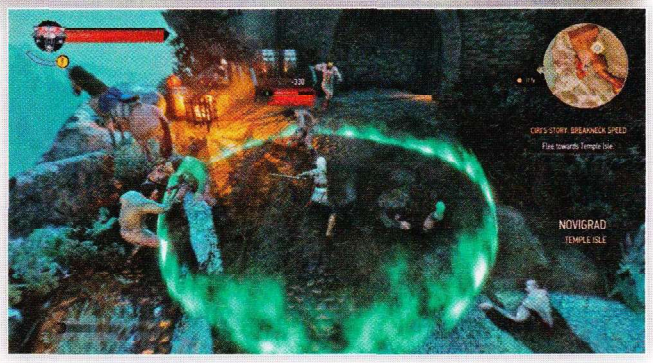
MORE HASTE, AND MORE SPEED

If you're slow or caught by guards, you may be overwhelmed and easily cut down. The following route should be utilized as quickly as possible.



Cirilla

You are Ciri. You're being chased through the streets of northern Novigrad. Whoreson Junior's men are after you, and are yelling at the Redanian Guards to give chase. From your starting point, dash southwest up the cobblestones and through the portcullis gate. Dandelion raises the portcullis, motioning you to mount a horse. It is advisable to choose the more docile mount on the left.



Reverend Nathaniel Pastodi

Gallop along the main cobbled road, passing too many enemies to keep track of (at least a dozen). Head past some wooden barrels and defenses, passing a crossbow ambush and the signpost. Race up the hill until Dandelion yells at you to leave your horse. You have at least eight of Whoreson's men to battle on the high road lit by braziers. Slay them all, then wait for Dandelion to approach the door.

Run up a large set of stairs toward the Temple of the Eternal Fire. You tell Dandelion to run, while you try to fend off more bandits. The temple guard now join the fray, with the Reverend Nathaniel Pastodi attempting to arrest all of the troublemakers. After being surrounded, you have just enough time to teleport away. Dandelion is less lucky. The quest then concludes.

TYING UP LOOSE ENDS IN NOVIGRAD

The conversation returns to Geralt, Dandelion, Zoltan, and Priscilla. You focus on the information you discovered during your adventures in Novigrad:

- The fact that Ciri isn't in Novigrad.

- Depending on how much of the adventure you have completed (in Velen and Skellige), this quest ends with the following options:

- **If you have completed Main Quest: Family Matters and Main Quest: Hunting a Witch, you reckon exploring Skellige (Main Quest: Destination Skellige) is in order.**
- **If you have completed Main Quest: Nameless, you think Main Quest: Family Matters or Main Quest: Hunting a Witch are both good plans.**
- **If you haven't completed up to either sets of quests in Velen or Skellige, you are at a loss at what to do.**
- **If you've completed Main Quest: Family Matters and Main Quest: Hunting a Witch, as well as Main Quest: Nameless, Main Quest: Ugly Baby automatically begins.**
- **In addition, there are Secondary Quests available for Dandelion, Zoltan, Triss, and the Assassins plotting regicide. All of these are detailed in the next section.**

Critical Path: Dandelion's Quests

DANGER ALERT SPOILER ALERT

Secondary Quest: Cabaret

Related Quests: Main Quest: The Play's the Thing, Secondary Quest: Carnal Sins
Locations: Rosemary and Thyme (Novigrad), Butcher's Yard Theater, Sophronia's House, Polly's House, Rautlec's House, Vegelbud Residence (Gustfields)
Characters: Priscilla, Dandelion, Irina Renarde, Sophronia, Crimson Avenger, Polly, Hubio, Hank Rautlec
Enemies: Bandits
Recommended Item: 200 Crowns

TROUBLE IN PARADISE

OBJECTIVES:
- Meet Dandelion at the Rosemary and Thyme.
- Talk to Dandelion.

QUESTING DECISIONS

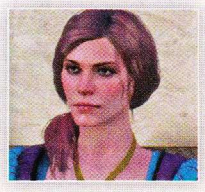
This quest becomes available once Main Quest: The Play's the Thing concludes, and Dandelion is rescued.

Dandelion

Return to the Rosemary and Thyme, and head inside. You witness the tail-end of an argument between Priscilla and Dandelion. She storms off, and he whines to you about being called a "whoremonger and a witless hack." He hopes to change the more risqué nature of the Rosemary and Thyme. In fact, he is planning a cabaret. Though you may have advice about Dandelion using a bank, or your own coin, simply agree to help Dandelion. A past fling of his—Sophronia—has a merchant father, and the coin could come from her. But to win her over, there must be a ruse most cunning. It involves a dull sword from Madame Irina, and a meet-up outside of Sophronia's house at sunset.

OBJECTIVE:
- Borrow a prop sword from Madame Irina.

It's a short jog across and along the northern side of the canal. Locate the footbridge above the canal that leads to the rear entrance of The Butcher's Yard Theater. Enter Irina's quarters (the brick building), and request the dull sword. She happily obliges.



Irina Renarde

ITEM: Quest Item: Blunt Sword

A HERO IS BORN

OBJECTIVES:
- Meet Dandelion near Sophronia's house after dark.
- Fight the Crimson Avenger.

Sophronia

The Crimson Avenger

Head northward into the Gildorf District, along the raised thoroughfare above the bathhouse, then head to the courtyard just south of the main market square, near a small fountain. If Dandelion hasn't shown, meditate until just after sundown. He's fashionably late, and pitches you a plan—he needs Sophronia to believe him to be a hero who can save her from a bandit. You're playing the part of the bandit. You can agree, disagree, or be incredulous at the stupidity of it all. Before there's any more time to argue, he shoves a handkerchief to hide your face, and tells you to meet him back at the Rosemary and Thyme in the morning, after you scare the woman. You have two opportunities to try the following:

- **Read from the card Dandelion gave you.**
- **Or improvise.**

Either plan results in an interruption from Dandelion—or as he now wishes to be known, the Crimson Avenger—who intends to defeat you with swordplay. If you're adept and parrying and try to teach Dandelion a lesson, he protests. Instead, simply try some ineffectual counter attacks and let him strike you until "combat" concludes. Sophronia is really getting into the live-action roleplay part of this, and offers to bandage up Dandelion inside her house. Meanwhile, you're asked to leave.

OBJECTIVE:
- Meet Dandelion in the morning at the Rosemary and Thyme.

Head back to the Rosemary and Thyme (meditating until morning if necessary. Inside, Priscilla is speaking with a dwarven set builder. He turns to you to choose the interior decoration.

Priscilla

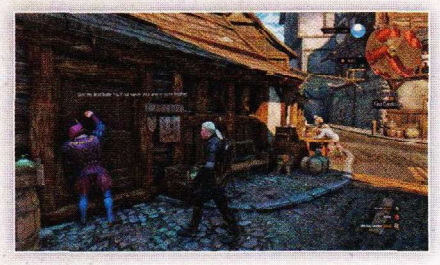
- **Choose a theatrical look (this is Dandelion's preference).**
- **Choose a boudoir look.**
- **Let Priscilla decide. She chooses a theatrical look.**

After speaking about Dandelion to Priscilla, choosing any answer you wish, you agree to find the fellow.

POLLY PUT THE CHOREOGRAPHY ON

OBJECTIVES:

- Find Dandelion.
- Look for the key using your Witcher Senses. Open the door to Polly's home.



Polly

Hubio

Dandelion is west and a little south of the Rosemary and Thyme. Find him banging against the door of Polly, Dandelion's preferred choreographer, and her fiancé who doesn't trust Dandelion's motives. You offer to break down the door, but Dandelion reckons there's a spare key around here, somewhere. Use your Witcher Senses and look under the wooden bucket to the right of the bench and front door.

ITEM: Quest Item: Key to Polly's Home

Once inside, Polly's fiancé has some choice words for the dandy, and you're able to ratchet down the verbal assault by choosing your own threatening words (you have two attempts, the first choice is a verbal put-down, but the second results in fisticuffs). Once Dandelion butters Hubio up, swears the Rosemary and Thyme is no longer a brothel, and offers to pay Polly handsomely, he relents. Polly agrees to help, leaving you to converse with Dandelion as you wish.

PLACATING THE PLACARD-MAKER'S COLLECTORS

OBJECTIVES:

- Find Rautlec and get the placards from him.
- Deal with Rautlec's creditors.

Next, Dandelion needs to stop by Hank Rautlec's, a famed portrait artist (apparently). He's in charge of the placards for the Rosemary and Thyme, and Dandelion already ordered some from Rautlec, but they haven't arrived yet. Ask about Rautlec if you wish, then offer to get the placards. His place is a few doors northwest of the Golden Sturgeon. Head north, across the canal, then northwest to the entrance shown in the previous picture. Enter the modest establishment, and two bandits are sifting through his better works of art.

You can:

- Stop them from stealing, resulting in combat with the two foes.
- Tell them you're only interested in the placards.

Either way, a spot of fisticuffs is in order. After the two bandits are beaten down, they tell you where the halfling is—over at the Vegelbud estate, losing his last crowns at the races.

OFF TO THE RACES

OBJECTIVES:

- Talk to Rautlec in the Vegelbuds' residence.
- (Optional) Win the race.
- Return to Dandelion.

Hank Rautlec

The Vegelbud Residence is a lavish mansion with formal gardens and its own countryside racing road. It's east of here, and requires Fast Travel or a gallop on Roach. You'll find Rautlec by a small caravan near the race seating and bookie caravan, talking to Count de Luverten. The Count has coaxed the halfling into one more bet, but if Rautlec's horse loses, he'll be indebted for a lifetime. There are ways to solve this problem, of course. You can:

- **Persuade him that you'll race, and then win it. If you win, the halfling is most appreciative, and tells you he'll deliver the placards. If you lose, you can pay off his debt (275 crowns now), or ignore Rautlec and let him flee. Either way, you return to Dandelion.**
- **(200 Crowns) Simply pay off the debt. He's shocked by your generosity, and tells you he'll deliver the placards. Head back to Novigrad.**
- **Ignore Rautlec's plight, and head back to the Rosemary and Thyme to tell Dandelion he'll have to live without his placards.**

HORSING AROUND

Be sure you're familiar with the finer arts of horse racing, and the twists and turns of this course. Why not gallop around the circuit once or twice on Roach, before speaking to Rautlec?

QUEST CONCLUSION: OPENING NIGHT BUTTERFLIES

Back at the Rosemary and Thyme, Dandelion is either thrilled at the "theatrical" façade of the place, or a little miffed at the boudoir décor. Either way, he aims to christen the place "the Chameleon." Priscilla nips off to change her dress, and Dandelion orders a round of drinks to celebrate. Agree or refuse a drink. Then answer Dandelion however you wish, when he begins to talk about Priscilla (again). The conversation drifts on, as this quest concludes, and Secondary Quest: Carnal Sins automatically begins.

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: CARNAL SINS

Related Quests: Secondary Quest: Cabaret
Locations: Novigrad; Rosemary and Thyme; Vilmerius Hospital, Gildorf Sewers, Novigrad Mortuary, Meyer and Meyer Woodworkers Shop, Vegelbud Estate, Crippled Kate's, Warehouse 12
Characters: Dandelion, Priscilla, Joachim von Gratz, Fabian Meyer, Hubert Rejk, Reverend Nathaniel Pastodi, Gus Meyer, Ingrid Vegelbud, Patricia Vegelbud, Sweet Nettie
Enemies: Drowners, Water Hag, Poor Townsmen, Dogs, Vegelbud Guards, Vampire
Recommended Items: Axii Delusion Level 3; 200 Crowns

THE ACT OF A DEMENTED MIND

OBJECTIVES:

- Go meet with Von Gratz.
- Go through the sewers to get to the mortuary.
- Nearest Signpost: Hierarch Square.

QUESTING DECISIONS

This purely optional quest automatically starts at the conclusion of Secondary Quest: Cabaret.

Dandelion

Joachim von Gratz

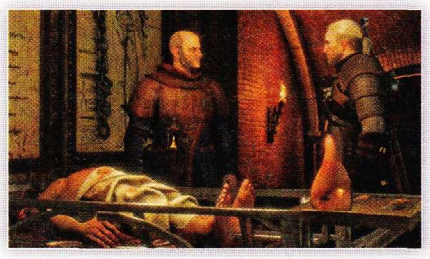
Your dandy friend is wearing a groove in the Rosemary and Thyme floorboards, pacing up and down in anticipation of Priscilla's arrival. When a messenger arrives to tell you both that she's been hurt, you both speed to Vilmerius Hospital. The doctor (Joachim von Gratz) describes her condition as critical. Answer the doctor how you wish regarding the method of the attack (she was forced to drink a caustic fluid after being immobilized in some way). This isn't the first victim to be mangled in this manner, either. Dandelion pleads for you to help find the person responsible. Agree, to continue this quest. Or arrange to meet him outside the Kingfisher Inn, if you need to prepare. Joachim seems helpful. He offers to take you inside the morgue via the sewer entrance, so you can inspect the previous victim.
Head to the sewer grate by the side entrance to the Kingfisher Inn, and descend. You appear with Joachim in the brick-walled dankness under the city.

Joachim seems to be part vigilante, as you speak to him while ridding the intial corridors of a couple of drowners. Two more lollop your way along with a water hag, before you can climb a wooden stairwell to a brick balcony and upper tunnel to the west. Follow Joachim up the stairs and then a ladder, and finally a door into the mortuary itself.

WE SEEK THE CORPSE OF A DWARVEN WOODCARVER

OBJECTIVE:

- Find the dwarven woodcarver's body using your Witcher Senses.



Hubert Rejk

Reverend Nathaniel Pastodi

Inspect the bodies on the gurnies using your Witcher Senses. One has been mauled by necrophages. Another is human, not dwarven. The dwarf lies in the northeast part of the area, near the autopsy posters. Tell Joachim to start the autopsy, in any of the following areas:

- Head—hair is burned, eyes are scooped out. An incision made into the voice box, possibily with a scalpel. The murderer performed a tracheotomy. The mouth is burned and blistered like Priscilla's. There is gray dust around the eye sockets, too; burning coals were placed into the sockets.
- Torso—deep wound to the left of the rib cage. A scar the length of his stomach; examine both. The scar is an old wound, but the stomach indicates the heart was carved out. Joachim delves into the wound and produces a small ball-shaped egg from an amphibian. This was the murderer's doing. Open the abdominal cavity, resisting the stench of formaldehyde. This was ingested!
- Hands—welts on his wrists, indicating he was tied up. Someone took a ring off his finger.
- Legs—he kicked something with his right foot.
- Genitals—early stages of syphilis.

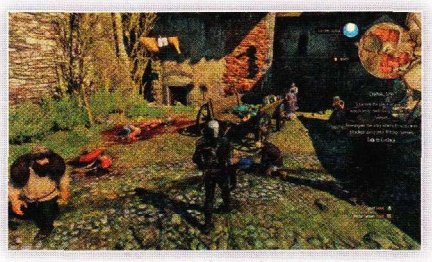
Afterward, you can tell Joachim your deductions (ritual murder, punishment, no motive, or you'd prefer not to share your conclusions) as you wish. You're then interrupted by the coroner (Hubert Rejk), who tells you the name of the dwarf (Fabian Meyer). Hubert isn't happy that Joachim is doing his job for him. Ask how they know each other, then where the woodcarver's body was found (at his workshop near Farcorners, and dragged to the morgue by Eustace the corpse collector). Continue the investigation there, after Hubert covers for you once the prickish Reverend Nathaniel arrives, and closes the mortuary down. On the way out, chat to Joachim about Nathaniel's past as a torturer who now wears the garb of the Eternal Fire.

SEEKING SACRILEGE: ASKING THRICELY

OBJECTIVES:

- Find Eustace the corpse collector.
- Talk to Eustace.

The following objectives can be attempted in any order.



Eustace

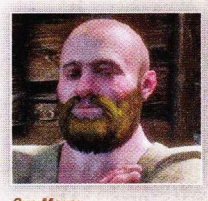
Explore the The Bits District as you're not far from Eustace's location, near the recently deceased. He recalls the dead dwarf. Ask if he searched the corpse, and if there are others bearing the same wounds. There are—all ordered to be burned by the Reverend. After you accuse Eustace of stealing from corpses, the conversation turns tense. You can:

- (Axii Delusion Level 3): Befuddle him into revealing what was in the dwarf's pockets.
- (200 Crowns): Bribe him into telling you what the dwarf was carrying.
- Threaten him. This doesn't phase Eustace, as he knows he has an important job, and protection from the likes of you.

Either the delusion or bribe allows you to learn he found trinkets and baubles on the dwarf corpse, as well as a vellum letter. It has the name "Priscilla" written on it! End the chat with a punch or an utterance.

OBJECTIVES:

- Examine the place where the woodcarver died using your Witcher Senses.
- Examine the woodcarver's workship using your Witcher Senses.



Gus Meyer

Travel to the main road near the Tretogor Gate, face west and knock on the large wooden door. You're greeted by Fabian's brother Gus, and his two toothy attack dogs.

Ask the dwarf about the murder, and his brother's enemies (none, though he liked whores). Then use your Witcher Senses to find the following:

- A bonfire of statues, probably deemed too revealing by the Eternal Fire.
- Bloodstains where Fabian lay. The murderer dragged something heavy here.
- The sermon of a concerned citizen. Read it, to find some prose regarding depravity in these parts.
- The workshop door; Gus opens it, providing you checked the drag marks and the blood, then talked to Gus. Check the corner inside for some formaldehyde. There are also more blood stains and an overturned chair.

Now speak to Gus again, talking about his sculptures if you wish, but also about what exactly happened. The burning of the sculptures seems to be a lesson for the dwarves… and the whole city.

ITEM: Quest Item: Concerned Citizen's Sermon

OBJECTIVE:

- Investigate the alley where Priscilla was attacked using your Witcher Senses.

Journey to a seedy part of The Bits, close to the city wall near an ivy-covered shack, where a lady shows you a bit of leg. Hey, isn't that Whistling Wendy, the whore from Henselt's camp who helped you find the kaedwenians conspirators (in *Witcher 2*)? It leads to a dead-end. Pry the Concerned Citizen's Sermon off the wall, and optionally read it. It's a diatribe about filth polluting the city. Then inspect the area with your Witcher Senses:

- There's blood on the ground. Possibly Priscilla's.
- A brazier, seemingly out of season for this time of year.
- A man's footprint, who took a step back.
- Formaldehyde splattered on the ivy.

It's only when you try to leave that the gates are closed, and three of Whistling Wendy's brothers attempt to beat you to death. Use fists (as they've mistaken you for the murderer), though swordplay works, too. Afterward, the whore seems taken aback, realizes her hastiness, and tells you about her relationship with Priscilla (who treated her well, but jested about the Eternal Fire), and that her attack wasn't the first.

A CRISIS OF FAITH

OBJECTIVES:

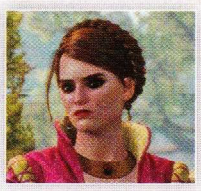
- Talk to the coroner.
- Go to the Vegelbud residence.

During your previous objectives (usually after the second of the three are completed), you're stopped by a guard and told there's been another murder! You're to report to the coroner at once, back at the Mortuary. Hubert is waiting before he starts the autopsy. Ask about him and von Gratz if you wish. Then begin the grisly evidence-removal. The coroner produces a parchment made of human skin… "Patricia Vegelbud." Not the heiress?! Off to her estate, and don't spare the horse!

OBJECTIVES:

- Follow Ingrid to Patricia's room.
- Chase the murderer.

Whistle for Roach, and depart to the Vegelberg Estate, close to Wheat Fields (signpost). Speak to a gate guard, who is at pains to let you into this compound. You reach Lady Vegelbud's daughter Ingrid, who doesn't believe you, but seems content to check on her mother. Follow her past the fountain, where servants are burning a bonfire of holy books and reliquaries after Patricia's crisis of faith. You enter the mansion, and reach Patricia's bedroom.



Ingrid Vegelbud

Inside, you find Lady Vegelbud tied to the bed, and not in a good way. The murderer is escaping! Sprint across the room, down the stairs, and then head outside. You're forced into combat with a few guard dogs, and then around five Vegelbud guards. Progress to the area around the stairs, and you're stopped by a crossbow-wielding guard, who takes you prisoner.

Back with Ingrid, she admonishes the guard for his ineptitude, and asks why her mother was targeted. You can answer as you wish, though the clues you've found should indicate the choice that's most accurate (that she blasphemed). Head to the bedroom and inspect Patricia Vegelbud's corpse, where you find the note for the next victim: "Sweet Nettie—Crippled Kate's."

A KNOCKAROUND GUY

OBJECTIVES:

- Find Sweet Nettie at Crippled Kate's.
- Enter Sweet Nettie's room.

Sweet Nettie

A fast gallop (or a Fast Travel) to the mouth of the canal at the western docks in Novigrad allows quick access to the brothel known as Crippled Kate's. Ask inside, and you're told she's with a customer. Sprint upstairs (all the way to the top floor), and enter a bedroom where Nettie sits, stripped and tied to a chair, and about to be intruded by none other than the Reverend Nathaniel! He's annoyed with the interruption, and vows to see to you first. Answer him within the timer (choose any option), then listen carefully to his response, as he tells you he's not the killer. Your response?

- That he almost convinced you. This leads to Quest Conclusion #1.
- Ask who left the letter on Patricia. This leads to Conclusion #2.
- Tell him to mind his manners. This leads to Conclusion #2.

QUEST CONCLUSION #1: COGITA ANTE SALIS

OBJECTIVE:

- Kill Nathaniel.

This deviant in priest's clothing cannot be allowed to live! Battle him in the bedroom, and then untie poor Nettie. She tells you he wanted to do "everything," which included hitting her so she passed out. Though the man was a monster, Nettie's account doesn't seem to quite tally with the sheer inhumanity of what the previous victims underwent. Oh, well… the quest is solved.

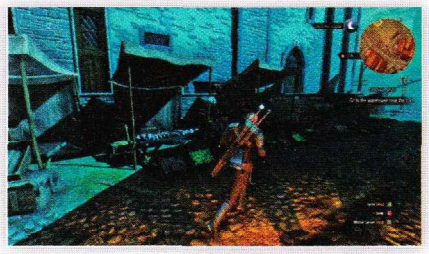
ANOTHER VICTIM

Some time later, you may stumble on another victim of the psychotic attacker, revealing you made the wrong decision. Check the note on the victim directing you to the mortuary, and a second note. Then complete Conclusion #2 if you wish.

QUEST CONCLUSION #2: IN FLAGRANTE DELICTO

OBJECTIVES

- Go to the warehouse near the port.
- Kill the vampire (1).



This deviant in priest's clothing cannot be allowed to… wait, what did he say? He wants to calmly talk to you, and you quickly figure out that the coroner is the only one that knew where Nathaniel would be. Now it's the turn of the Reverend to point you in the direction of his erstwhile friend. He's at warehouse twelve procuring formaldehyde. Now he'll get back to Nettie… until you:

- (Axii Delusion Level 3) Befuddle him into leaving her alone. This ends with Nettie being freed and Nathaniel unharmed.
- Stopping him with a stern warning. This ends with Nettie being freed after you slay Nathaniel. Untie poor Nettie, but her account doesn't seem to quite tally with the inhumanity the other victims underwent, so Nathaniel isn't the man you want.

Journey further into Novigrad Docks District, and open a side door just left of the main (locked) gates.

Hubert Rejk is caught red-handed. Though his cool disposition belies his true form as a higher vampire! After waffling on about the symbolism present in his murders, and his concurrence with the Eternal Fire Church's diagnosis of Novigrad as a *fallen city, you can answer him as you wish; each of the three choices leads to* a grotesque transformation, and a battle against this vampire! Defeat it, using tactical knowledge gleaned from the Bestiary. Once it's dead, the quest is solved properly.

END: DANDELION AND CALLONETTA

OBJECTIVE:

- Talk to Dandelion about Priscilla's condition.

Return to the Vilmerius Hospital, where von Gratz and Dandelion are seeing Priscilla's wounds heal quite quickly. Dandelion vows to see her through this hardship, and write her a song. The quest concludes, after which you can speak to von Gratz at length about his background, if you wish.

CRITICAL PATH: ZOLTAN'S QUEST

DANGER ALERT — SPOILER ALERT

SECONDARY QUEST: A DANGEROUS GAME

Related Quests: Main Quest: Count Reuven's Treasure, Secondary Quest: Collect 'em All!, Secondary Quest: The Soldier Statuette
Locations: Rosemary and Thyme (Novigrad), Zed's Pawnbrokers, The Golden Sturgeon, Caesar's House, Novigrad City Wall, Sewers
Characters: Zoltan Chivay, Zed, Ravik, Caesar Bilzen
Enemies: Duke, Earl, Bandits, Ringo, Cleaver's Henchdwarves, Drowners

UP TO HIS NECK IN S--TE WITHOUT A SHOVEL

OBJECTIVES:

- Get the Fringilla Vigo, Isengrim and Natalis cards for Zoltan.
- *Nearest Signpost: Glory Gate*

QUESTING DECISIONS

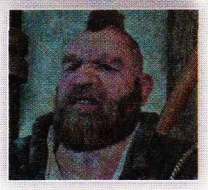
This quest is available once you complete Main Quest: The Play's the Thing (page 114), and all of Dandelion's Secondary Quests.

IT'S ON THE CARDS

This quest involves the location and gathering of certain high-value Gwent cards. There are actually nearly 200 of these to gather throughout your adventures, and many allow you advantages over the opponents you play against. For further information, check Secondary Quest: Collect 'em All! (starting on page 310).

On your way back to the Rosemary and Thyme, you may encounter a heated argument between your friend Zoltan, and a group of bandits led by a Duke. There's threatening talk, which you verbally break up.

After the unfriendly folk have gone, Zoltan confides that Duke and Earl are pretenders to the criminal underworld chieftains of Novigrad. Keep prying, and Zoltan eventually reveals he owes a wee sum to Franis Bedlam, King of Beggars. To pay him back, the dwarf is taking up Gwent—not playing the game, but collecting the rarest cards. He has a buyer, but he's missing three critical rare cards. Care to help? He needs the following:



Zoltan Chivay

Duke

- Fringilla Vigo.
- Isengrim.
- John Natalis.

Zoltan reckons one of his pawnbroker friends (Zed) might have these cards. His shop is only a few steps away to the southwest (and north along the main thoroughfare up from Glory Gate).

ZED'S DEAD, BABY. ZED'S DEAD.

OBJECTIVES:

- Find a way into Zed's home.
- Search Zed's home using your Witcher Senses.
- Find Zed's ledger using your Witcher Senses.
- *Find the Isengrim card.*
- Bring the card and Zed's ledger to Zoltan.

Run southwest along the main road, and up the wooden steps to the locked door above Zed's stall. There are sounds of commotion coming from inside. Head back downstairs, climb the ladder by the woodworkers, then ascend to the roof ledge before stepping to the edge and leaping across to Zed's roof. Enter through the attic door.

Drop down into the bedroom, where you can examine the body of Zed—he's quite dead. Descend via the interior steps, and you intrude into a conversation between two bandits. They have one of the cards you seek, but can't find the other. Draw your sword and pulverize them.

Once the intruders have been defeated, inspect the corpse of the bandit called Ringo, and you can gather the first Gwent card you seek, along with the keys to this abode (allowing you to unlock the door you couldn't access on your way here).

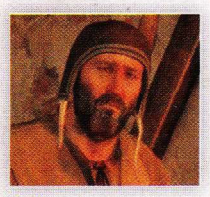
Now start to methodically check the room for the ledger. There are a couple of scattered chests, but the area of real interest is a scratch mark under the stairs. Use Aard to remove a small false wall beneath the steps, allowing you to pry open a chest and gather the ledger. Now return to Zoltan.

ITEMS: **Other Item: Isengrim Faolitarra (Gwent Card), Quest Items: Key to Zed's Pawnbroker's, Ledger of Income and Outlays**

Speak to Zoltan about the cards. The ledger shows Zed's been selling cards to somebody called Caesar Bilzen, and another called Ravvy. Ask who these fellows are (Cleaver's clerk, and someone Zoltan doesn't get on with, so they must be visited alone). Your two new objectives appear, and can be completed in either order (though it's better to visit Ravik first).

(OPTIONAL) A LIFE-OR-DEATH GAME OF GWENT

OBJECTIVES:
- Get the John Natalis card from Ravik.
- Defeat Duke's thugs.



Ravik

Ravik is in the lower drinking chambers of the Golden Sturgeon, due west of the Town Square. As you arrive, he's being threatened by "Earl," one of the henchmen you encountered earlier. Through conversation, you are presented with one of two choices:

- (Gwent) Play Gwent, with Ravvy's life on the line (you lose, and he dies). If you lose, they quickly kill Ravvy, forcing you to fight. If you win, they attack you, but Ravvy survives.
- Or simply have the bandits kill Ravvy, and slay them afterward.

Claim the Gwent card from Ravvy (either his corpse, or "persuade" him with conversation if he's alive).

ITEM: **Other Item: John Natalis (Gwent Card)**

HIGH SPIRITS WITH CAESAR BILZEN

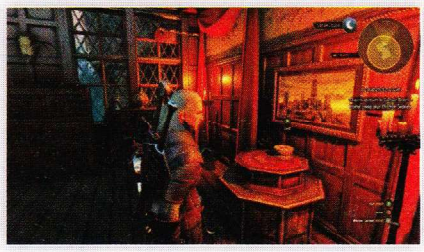
OBJECTIVES:
- Meet Zoltan in front of Caesar Bilzen's house.
- Search upstairs in Caesar Bilzen's home using your Witcher Senses.

Meet Zoltan at Caesar's house, in the southeast corner of the Town Square, and talk about hoodwinking the dwarven fisherman. You must sneak upstairs while Zoltan keeps him occupied with some Mahakaman spirit.

Caesar Bilzen

The ruse begins while Caesar asking if you fish. Answer however you wish. As the drink starts to flow, you're asked how zander tastes (answer how you wish), and how you enjoy catching fish (bombs or live bait; answer how you wish). When Zoltan nudges you to find more to drink, take this (or the previous choices to leave) as a cue to start searching the premises.

Atop the stairs, inspect the large room using your Witcher Senses. The cabinet with the knife on it opens when you inspect the knife itself. Inspect the drawer, and gather a Triangular Key. Now head over to the bookcase. The right one has a triangular hole in the wall. Insert the key, and the left bookcase slides open to reveal a secret door.



ITEMS: **Quest Item: Triangular Key, Alchemy and Crafting: Dwarven Spirit**

Open the secret door, climbing more stairs to a hidden top floor. Here, there's a variety of treasure to gather or leave, but before departing, be sure to grab the Jade figurine on a small cabinet, and the Fringilla card on a display table ahead and left of the top of the steps (after you enter the room).

ITEMS: **Quest Item: Jade figurine, Other Item: Fringilla Vigo (Gwent Card)**

OBJECTIVE:
- Let Zoltan know you've found the card.

Head back down to the drunken dwarves, and let Zoltan know you're ready to leave. Caesar is about to protest you not returning with any spirits, when two masked dwarfs crash through the front door. They are henchdwarves of Cleaver, one of the "Big Four" crime bosses of Novigrad. You can:

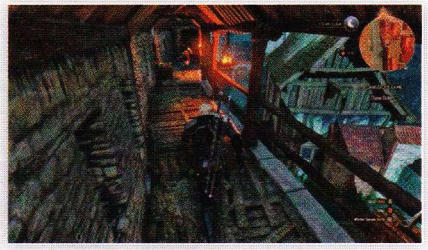
- Stay and stop the abduction.
- Leave, and not fight the two henchdwarves.

Afterward, you can tell Zoltan about Caesar's collection and his obsession with the Nilfgaard. Tell Zoltan about the Jade figurine you pocketed, and he suggests you show it to Triss (beginning Secondary Quest: The Soldier Statuette, on page 235).

END: THE CATFISH IS THE KING OF THE PONTAR!

OBJECTIVES:
- Go to the meeting with Zoltan's buyer.
- Chase Duke.

With all three cards pocketed, you can now meet Zoltan's Gwent card buyer, over by the city wall, through the brick archway. Standing over the corpse of the buyer is the Duke, who has murdered the poor fellow. As bandits surround you, Duke flees. Give chase while Zoltan mops the floor with the mercenaries.



Sprint to the open door opposite, climb the two ladders in the stone towers, passing a fallen guard with Duke's fist imprinted in his face. Turn right (southeast) and run along the city wall battlements, through a small tower, then another, and into a second larger gatehouse. Descend all five ladders until you reach the sewer entrance.

Enter the sewers, ignoring Duke ahead of you (the grating between you both is locked). Turn right (northeast), heading down a tunnel ramp and engaging two drowners in combat. Face left (northwest) and use Aard to destroy a weak wall. Then sprint ahead, into a cistern chamber where drowners have sliced into the hapless Duke, who lies wounded on a wooden platform. Choose to leave him to bleed out, or kill him quickly.

AN EARLY DEATH FOR DUKE

If you caught Duke earlier, you don't need to venture down into the sewers.

Back at the meeting place, Zoltan has dealt with the bandits. Inform him of Duke's demise, and then choose whether you want to claim the dwarf's three Gwent cards (to add to your collection), or share the bag of coin. The quest then concludes.

ITEMS: Gwent Cards: Isengrim, Natalis, Fringilla. OR, Crowns: Approximately 350

CRITICAL PATH: TRISS' QUESTS

DANGER ALERT — SPOILER ALERT

SECONDARY QUEST: A MATTER OF LIFE AND DEATH

Related Quests: Main Quest: Count Reuven's Treasure, Secondary Quest: Now or Never
Locations: Triss' Townhouse (Novigrad), Fishmarket, Elihal's Tailor Shop, Vegelbud Residence
Characters: Triss Merigold, Vegelbuds' Servant, Elihal, Moritz Diefenthel, General Morvran Voohris, Sigismund Dijkstra, Margrave Vladimir de Cret, Lady Ingrid Vegelbud, Albert Vegelbud
Enemies: Whoreson's Henchmen, Bandits, Rich Townsman, Witch Hunters, Witch Hunter Officer
Recommended Item: 260 Crowns or more

WHAT'S THE BEST PRICE ON A TROUT?

OBJECTIVES:
- Meet Triss Merigold at her hideout.
- Meet the Vegelbuds' servant at the fishmarket. He's wearing a blue shirt and has keys hanging from his belt. Use your Witcher senses to find him.
- Nearest Signpost: Ubbizi Townhouse.

QUESTING DECISIONS

This quest becomes available once Main Quest: The Play's the Thing concludes, and Dandelion is rescued.

Head into The Bits district of Novigrad, finding the leaning townhouse where Triss is currently hiding out. Beware of Whoreson's henchmen, who may be active (and must be defeated) in this area. Enter the townhouse and ascend to Triss' room. She tells you Lady Ingrid Vegelbud has sent her a message. She is prepared to help mages escape from Novigrad, but this isn't charity; it is a quid pro quo. She's supposed to find out more from a servant of the Lady's, who has arranged to meet at the fish market. You can offer to help, tell her not to go near, and offer other advice. However, it is decided that you'll wait nearby, while she meets this mystery man.

Triss Merigold

Journey southwest across Novigrad, toward the Town Square and the fishmarket just south and a little west from there, close to the canal bridge. The servant himself is dressed as a townsman, and stands close to the bridge. Speak with him regarding "trout," and he isn't happy to deal with you, but he has little other choice. He tells you to follow him.

OBJECTIVES:
- Follow the Vegelbuds' servant.
- Help the servant fight off the bandits.

He heads south across the canal bridge, under the stone archway, before he's set upon by three bandits! Fight them off quickly. Triss soon appears, telling you the bandits worked for the witch hunters. Ask what's going on, and you're told Lady Vegelbud's son, Albert, has taken an interest in alchemy, and the Temple Guard knows of this heretical pastime. Bribery isn't working. Posit that Albert might have to flee away from his mansion. This is to take place at a forthcoming masquerade ball. You can call this idea good or bad; it's still taking place! You're given an invitation, and told to wear a fox mask so you're easily let in by the Vegelbuds' estate guards. Opt to head there immediately, or after you prepare. Triss is adamant you look the part. Which means visiting Elihal's shop. What's more, Triss wants you to wear a doublet!

FOXY LADY

OBJECTIVES:
- Buy a mask to wear to the masquerade ball.
- Buy a fox mask for Triss Merigold.
- (Optional) Buy a new outfit: Doublet, trousers and boots.
- Put on your outfit.
- Bring Triss the fox mask.
- Nearest Signpost: Tretogor Gate

Elihal

Find Elihal's tailor shop in the nonhuman shanty town adjacent to Tretogor Gate. Speak with Elihal and inspect his fineries.

He has four masks on offer, but only the fox one was requested by Triss.

- Purchase the Fox Mask (100 crowns), or all of them. If you want to wear a mask, too, buy at least one more mask, as well as the Fox.
- (Optional) Then purchase an "elegant" (any of the six styles). Then buy breeches (any of the three styles). Finally, purchase the footwear (either of the styles). Expect to pay no more than 60 crowns for all three items.

Assuming you bought the outfit, change into it before you meet with Triss again. Now head back to Triss' townhouse. She certainly doesn't scrub up too badly.

- **If you ignored her request to dress up, she's disappointed in your attire.**
- **If you purchased and are wearing the clothes she requests, she's thrilled.**

You hand her the fox mask and head off to the Vegelbuds' estate. You're allowed in, but without any weapons. Let the party commence!

FINDING A PANTHER ON THE PROWL

OBJECTIVE:
- Meet Ingrid Vegelbud.

Moritz Diefenthel

Wander up the formal gardens until you're harangued by a slightly sotted rich townsman, who mistakes Triss for a common strumpet. After getting his dander up, you can:

- **Tell him he's asked for it, put up your dukes, and pummel this rude nobleman until he yields in a bout of fisticuffs.**
- **Or tell Triss to get out of here, and step away without incident.**

Feel free to walk around the gardens, listening to the merry makers and revelers. When you reach the stone steps to the large wooden doors, Triss bumps into an old friend, Moritz. He isn't the most pleasant of mages, and you can interrupt or let the conversation continue. After Moritz leaves, answer Triss however you wish. She'll tell you about Moritz later.

Through the door and into the upper gardens you go. Head right at the fountain, and onto the grassy area where there's a Gwent tournament underway. You have a couple of interesting players to beat (and gather some rare cards from). Your first match is against Margrave Vladimir de Cret.

IT'S ON THE CARDS

If you're a Gwent card collector, and also wish to play against as many opponents as possible, definitely take part in this. It's the only time you can gather some cards and challenge these players!

Need help formulating a plan to beat de Cret? Check out some Gwent tactics on page 41.

General Morvran Voohris

Sigismund Dijkstra

Lady Ingrid Vegelbud

If you head toward the maze area, right of the fountain, you bump into a man in a lion's mask—who turns out to be the Nilfgaardian Gerenal Voohris! You have a quick and pleasant conversation. Now mingle among the aristocrats and noblefolk, finding the large food tent where a pig-nosed Dijkstra is troughing. Speak with him if you wish, before heading toward the hedges to the left of the main fountain. Lady Vegelbug is there, speaking to some friends. She ushers you to a private location—the well.

You may ask about the witch hunters, before starting the extrication of Albert. As Ingrid describes him as a "dimwit," he might not fully understand the threats that face him. She tells you he wears a panther mask, and the kidnapping should start once everyone is suitably sloshed.

OBJECTIVES:
- Find Albert Vegelbud.
- He's wearing a panther mask.

Albert Vegelbud

Proceed to the right side of the curved staircases, through the garden arch to a hedgerow bench where Albert is regaling some guests with some tall tales. Speak with him, and it's obvious he's both an idiot and drunk. After explaiing who you are, agree to meet once the fireworks start, at the entrance to the hedge maze.

INCH BY INCH, LITTLE FROG...

OBJECTIVES:
- Wait on the bench with Triss Merigold.
- Find Triss Merigold in the labyrinth.

Triss hopes you might pass the time sitting on a garden bench with her. Oblige (or spend some time playing more Gwent first, if you want). Head back through the gate, into the lower gardens, and find the bench tucked away behind a privet hedge. Sit down, and Triss sips from a wine goblet. You bring up Moritz, after which Triss seems to waver in the belief of her abilities. You can:

- **Tell her she's charismatic. Or has personal charm.**
- **Or the mages don't have anyone else helping them.**

The latter doesn't win you any favors with Triss. You pull her close as a lost reveler wanders by. Triss professes her drunkenness, laughing at the maze's nude statues. Then she bolts for the garden maze! Quickly follow her down the stone steps of the maze entrance, before following the minimap and chasing Triss into the middle of the maze.

She leaps on the edge of the fountain, and falls. You catch her just as the fireworks begin to spark and thunder.

- **Kiss Triss as the fireworks start.**
- **You don't have time for such frivolous activities.**

You put Triss down, after which Albert makes an appearance. You switch masks to confuse any potential pursuers.

END: MORE FIREWORKS

OBJECTIVES:

- Get out of the labyrinth.
- Defeat the witch hunters.
- Meet Triss and Albert in the stables.

Retrace your steps out of the maze, using the map to guide you if you aren't sure of the route to take. Head up the stone steps to the small hedge courtyard where a female reveler is looking for Albert. You're then surrounded by two witch hunters and an officer.

Without swords, you're using your fists and feet to punish them. When all three are dropped, weave your way up and out of the stone stepped exit, and into the lower gardens. It is now a simple matter of heading north down the gardens toward the stables, where you meet Lady Vegelbud, Triss, and Albert. After a brief chat, Triss and Albert depart as the quest concludes.

DANGER ALERT — SPOILER ALERT

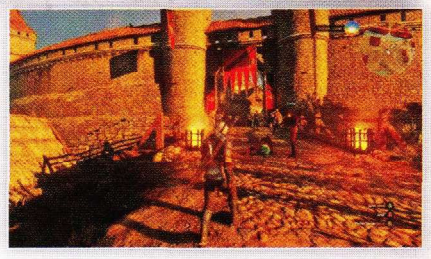
SECONDARY QUEST: NOVIGRAD, CLOSED CITY

RADOVID'S IRON FIST

QUESTING DECISIONS

This quest starts once Main Quest: Count Reuven's Treasure, and Secondary Quest: A Matter of Life and Death have concluded. The quest starts once you leave Novigrad, and return to any of the city gates.

The combined forces of Radovid, his witch hunters, and the Eternal Fire has transformed the city of Novigrad into a death trap for anyone even considered to be a mage. Approach a gate, and you may see a hapless victim being accused of witchcraft for brewing an herb potion! Attempt to enter the city, and you're stopped by the Temple Guard, who demand to see your pass. What pass? One that confirms you aren't a mage.

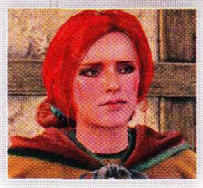


Tell the guard you don't have a pass, and he begins to instruct you on the ways to prove this so you can get one. Fortunately, he's stopped by a second guard, who hands him the pass, whispering "regards from Sigi Reuven" as he leaves. You are now free to move about the city, but be prepared for an increase in witch hunter activities across town. One of the mages burning in the Town Square, for example, was Triss' "friend" who you met during Secondary Quest: A Matter of Life and Death. The situation for the mages is getting desperate. Can you help? This quest now concludes.

DANGER ALERT — SPOILER ALERT

SECONDARY QUEST: NOW OR NEVER

Related Quests: Secondary Quest: A Matter of Life and Death, Main Quest: A Favor for Radovid
Locations: Triss' Townhouse, Kingfisher Inn, Gildorf Sewers, Novigrad Docks
Characters: Triss Merigold, Anisse, Berthold, Olivier, Sigismund Dijkstra
Enemies: Temple Guards, Witch Hunters, Drowners, Rats, Katakan
Recommended Items: Axii Delusion Level 1



Triss Merigold

CULLING OF THE MAGES

OBJECTIVE:

- Meet Triss.

QUESTING DECISIONS

This quest starts once both Main Quest: A Favor for Radovid, and Secondary Quest: A Matter of Life and Death, both conclude. Triss has asked you for help, and you must oblige her in helping those hiding from the witch hunters.

- **If you ignore this quest, all the mages are massacred by witch hunters (the results of which are seen during Act III: Main Quest: Blindingly Obvious) and you cannot hope for a romantic involvement with Triss. Consult that quest (see page 180) for further information.**
- **If you complete this quest, you have additional interactions concerning nonhumans becoming scapegoats, during Main Quest: Blindingly Obvious.**
- **If you convince Triss to stay during this quest, she becomes your love interest. If you've already convinced Yennefer of this fact, prepare for an interesting diversion during Act III: Secondary Quest: Three to Tango!**

The temple guard and witch hunters are guarding the streets by Triss' townhouse. You may speak with them; they are "scrubbing the fungus clear." Speak with a threatening tone, and you have the three of them to dispatch. Or, a more subservient tone allows you to walk away.

Afterward, enter the leaning townhouse (known as "The Crooked House") and ascend the stairs to where Triss is talking to her frightened landlady and landlord.

- **If you fought the foes down on the streets, they are furious at you attracting attention to this place.**
- **If you walked away from the foes down on the streets, they are discussing Triss' rent payments.**

Triss attempts to calm the couple down, and offers them her necklace. You can let her give away this cherished possession, or lightly threaten the landlady. Either way, the two of them leave. As sheltering a sorceress is a crime punishable by death, Triss tells you they risked a lot. Answer her how you wish. She tells you Novigrad has been locked down; the temple guard and witch hunters now stop even common folk with lucky rabbit's-foot charms as they look for mages. Ask how you can help (to continue this quest).

She is unsure whether to move the mages hidden below the city streets to the docks, or to try and find two wayward mages (Berthold and Anisse) who haven't rendezvoused in yet. Answer how you wish (though don't tell her you can't help if you want to continue this quest). Triss wants to know whether to help these two lost mages (and put the others at risk) or head straight to the Kingfisher Inn (where the others are hiding) and abandon the two to certain death. You can:

- Tell her "we should help Anisse and Berthold." The quest continues.
- Inform her that she shouldn't "risk everything for two people." You can now head directly to the Kingfisher Inn.

GOING TO BITS

OBJECTIVE:

- (Optional) Follow Triss to Berthold and Anisse's hideout.

Anisse

Berthold

The waylaid mages are hiding somewhere in The Bits district. Follow Triss out of the townhouse and roughly east down some wooden steps. Triss spots a patrol; usually witch hunters or temple guards numbering three or four. You can:

- Hide at the corner of a building, waiting for the patrol to pass, before continuing.
- Or face questioning if spotted, and combat afterward.

Then it's northward into the alleyway within The Bits, and up into a dwelling on your right, just before the stone steps. Something is amiss as you race up the interior stairs. Witch hunters are already in the room! Finish them both with gusto (and with speed, as they can slay either of the mages you are rescuing.

- If one of the mages died, the other is devastated.
- If both survived, Berthold isn't keen on leaving.

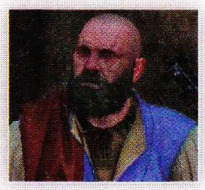
Speak to them both:

- (Axii Delusion Level 1) The only way to coax them out is to befuddle them. They agree to meet you where the others.

UNDER THE KINGFISHER'S NEST

OBJECTIVES:

- Follow Triss.
- (Optional) Kill the witch hunters or Eternal Fire guardsmen.
- Follow Triss.



Olivier

Follow Triss up the stone steps, and then in the general direction of the Kingfisher Inn. Along the way, Triss may spot a patrol—usually witch hunters or temple guards numbering three or four. You can:

- Hide at the corner of a building, waiting for the patrol to pass, before continuing.
- Or face questioning if spotted, and combat afterward.

As you near your objective, she speaks about how times have changed for mages, then heads roughly west, through an arch and around a low stone wall to the side entrance of the red-bricked façade of the Kingfisher Inn. Once inside, prepare for one of the following:

- **If you rescued Anisse and Berthold, repel three witch hunters who have already discovered a group of mages inside. Do not rest until they are slain. You stoop over the corpse of Olivier—you were too late to save him. Speak with Triss, answering with compassion (or not), then follow her.**
- **If you ignored Anisse and Berthold, step into the inn, and you're greeted by Olivier. You speak with him, and are quickly lead downstairs after Triss. Follow her.**

A secret wall slides open. You descend into a reasonably spacious brick cellar full of robed folks, some huddled and others standing. Listen to them if you wish.

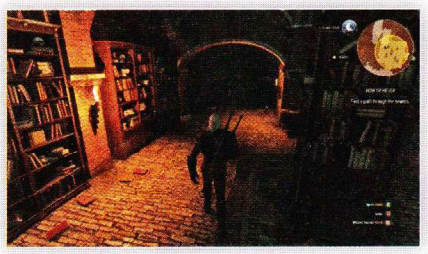
BLOODLETTING IN THE SEWERS

OBJECTIVES:

- Enter the sewers.
- Find a path through the sewers.
- Nearest Signpost: Hierarch Square.

Sigismund Djikstra

While Triss checks on survivors, you're surprised to see Dijkstra, who tells you he's here to help extricate the mages out to Kovir. Exchange banter (choose any option), before Triss begins to speak. The escape route has been planned. Agree to start planning the route through the city's sewers. Move north, and head through the open gate. Then descend the sloping tunnel, following it around to an initial encounter with two Drowners. Be sure Triss is behind you. Turn left (west) at the junction.



Head north from the chamber with the wooden barrel scaffold, to what seems like a dead-end. You tell Triss to relax, and strike out at the western wall with Aard. This opens a crack, leading you into a secret library chamber! A wealth of reading material is available here. Loot any tomes you wish, then crack open the loose brickwork in the southwestern corner of this chamber. Step into a subsequent tunnel, tackling a drowner incoming from the west.

The drowner was guarding an iron gate. Fortunately, it is unlocked. Head down the tunnel. Triss hears rats. You spot two more drowners—attack them along with Triss' magic backing you up. Then push open another gate, leading you into a brick balcony on the perimeter of a large and foul-smelling room teeming with rodents! Triss greets the news with revulsion, but it's nothing she can't handle.

OBJECTIVE:

- Find a way to cross the rats' feeding ground.

Continue around the balcony and down the wooden steps to the ground level. Push back the rats with judicious use of Igni. Along the way, you spot strewn corpses. You're right under the main square, and 'The Cleaver' has his headquarters here. That's not a coincidence. Head south to the set of wooden steps. The gate beyond is sealed, so head up the steps, and proceed along an ascending tunnel. Stop at the landing for a moment as Triss inspects her bite wounds. Now continue up and easterwards battling three more Drowners at the top of the tunnel. This upper area is a dead-end (come here to clear it of foes). Take the side tunnel to the south, back down the last short tunnel steps you just walked up. It leads to this small chamber of scattered debris and a high window (as shown).

OBJECTIVE:

- Find a path through the sewers (continued).

Head west, down a new tunnel, entering a junction chamber and west again, through an open gate and down a tunnel curving around to the right (north). Then it's a sprint west, past a corpse propped up near an eerie light. Check the slumped body—it has been drained of blood. The reason for this death is in the next chamber (west); a prowling katakan that should be dispatched. Then it's up a series of curved tunnels east and west, all the way to the Novigrad docks.

QUEST CONCLUSION: ONE LAST FAREWELL?

OBJECTIVES:

- Meet Dijkstra at the port.
- Kill the witch hunters.

Climb the wooden wharf to reach Dijkstra's men, then the man himself. The boat isn't in the best shape, but it should make the trip to Kovir. You have a brief opportunity to verbally tussle with Dijkstra (answer how you wish) about your affections for Triss, before a physical tussle with the advancing witch hunters becomes inevitable. Kill all six of them, advancing onto the main dock if fighting becomes cramped.

Triss returns with the mages. She'll never forget what you did for her. At this point, you can:

- **Tell her "farewell" and she forlornly boards the ship, which sets sail for Kovir.**
- **Tell her, "stay with me" and she tells you she can't do this again, with you. You both had your chance. You can tell her:**
  - **"Go, I'll miss you" and she boards the boat.**
  - **"Let's try again" and she refuses, and boards the boat.**
  - **"I love you," and she still boards the boat.**

Return to Dijkstra, who tells you of his own failed love story (which you can listen to or not). Then, only if the following circumstances have been fulfilled, Triss returns to shore, shocked at your passion. You need to:

- **Kiss her during the masquerade ball (Secondary Quest: A Matter of Life and Death).**
- **Not have told her that you couldn't help her with the mages, at the beginning of this quest; you must agree to help.**
- **Tell her "I love you" at this point. Answer her politely (don't say she's "changeable," or anything unpleasant), and she tells you she knows a spot where you can watch the ships."**

- Without Triss—You bid Dijkstra farewell, who tells you he needs some help with the assassination of King Radovid, and a meeting has been arranged at the Passiflora (Secondary Quest: A Deadly Plot), and the quest concludes.
- With Triss—You recline at the lighthouse, watching the mages' ship sail away, and engage in a spot of majestic revelry. Triss is now considered your girlfriend (whether or not Yennefer is, too!). After your trist with Triss, you climb down the lighthouse, and run into Dijkstra, who tells you he needs some help with the assassination of King Radovid, and a meeting has been arranged at the Passiflora (Secondary Quest: A Deadly Plot), and the quest concludes.

Carnal Knowledge: Triss Merigold

CRITICAL PATH: THE ASSASSINS' QUESTS

DANGER ALERT — SPOILER ALERT

SECONDARY QUEST: AN EYE FOR AN EYE

Related Quests: Main Quest: Get Junior
Locations: Temerian Partisan Hideout, Hanged Man's Tree, Mulbrydale
Characters: Vernon Roche, Ves
Enemies: Nilfgaardian Soldiers

TEMERIA: THAT'S WHAT MATTERS

OBJECTIVES:

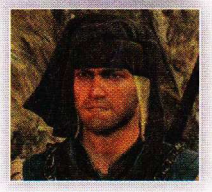
- Meet Roche at his camp
- Nearest Signpost: Temerian Partisan Hideout.

QUESTING DECISIONS

This quest is available once you complete Main Quest: Get Junior. It is worth completing as soon as possible, so you can continue the Assassins' Secondary Quests line.

Journey into the territory of Gustfields, northeast of Oxenfurt, and locate the Temerian Partisan Hideout where you first met Roche. Find him in one of the many crags, talking tactics with his guerillas.

Ask him about the "problem" he mentioned, and he tells you that Ves took a couple of men across the river to Mulbrydale, to stick it to the Nilfgaard. Unfortunately, this went against Roche's direct orders. He hopes you'll track her down and stop her before she puts herself and Roche in danger. Agree to help.



Vernon Roche

MULBRYDALE: THE NILFGAARD IN TATTERS

OBJECTIVES:

- Meet Roche by Hanged Man's Tree.
- Save Ves.
- Kill all the Nilfgaardians.
- Nearest Signpost: Hanged Man's Tree.

Head across the river to Hanged Man's Tree (where you began your Velen exploration), and speak with Roche who is already waiting for you. You both look down the hill and, since the village of Mulbrydale isn't on fire yet, you trust Ves hasn't launched her attack. No, wait. There's yelling and smoke. Ves is here alright!

Sprint after Roche, down the road and into Mulbrydale, and begin a pitched battle with up to a dozen Nilfgaardian soldiers. They attack in groups of around three or four. Roche can handle himself, so you may wish to tackle the soldiers who aren't engaged in combat. Head southwest, to the far end of the village, as quickly as you can (even if that means breaking off combat), if Ves' health drops dangerously low.

Ves

Ves is valiantly battling near a merchant's tent. Help her out by slaughtering the well-armed (and armored) forces here, drawing the attention of the enemy to yourself. When you bring down your final Nilfgaard, Vernon Roche greets Ves with a furious diatribe, mainly concerning Ves' decision to dress inappropriately for battle.

END: STOPPING THE LEADER'S PLEADING CHATTER

It appears the leader of the Nilfgaard is still alive. Ves wants him dead, while Roche wishes to show mercy. You can:

- **Side with Ves, and the pleading leader gets swift dagger to the throat, courtesy of a troubled Roche.**
- **Side with Roche, leave the pleading leader alive, who thanks you profusely. Ves is seething, though.**

Either way, Roche tells you to count on him if you require any help in the future, as the quest concludes.

- **Complete this quest, and you may call upon Vernon Roche and Ves when assembling allies during Act II: Secondary Quest: Brothers in Arms: Velen.**

DANGER ALERT — SPOILER ALERT

SECONDARY QUEST: A DEADLY PLOT

Converging Quests: Main Quest: Get Junior, Secondary Quest: Eye for an Eye
Locations: Passiflora (Novigrad), Border Post (Velen), Troll Cave
Characters: Marquise Serenity, Sigismund Dijkstra, Vernon Roche, Gregor, Rogg, Ogg, Pogg, Thaler
Enemies: Wolves, Rock Trolls

ONLY A DEAD RADOVID MEANS A FREE TEMERIA

OBJECTIVES:

- Meet Dijkstra at the Passiflora.
- Nearest Signpost: St. Gregory's Bridge.

QUESTING DECISIONS

This quest is available once you complete Main Quest: Get Junior, and Secondary Quest: Now or Never.

Marquise Serenity

Sigismund Dijkstra

Vernon Roche

When you receive the call to meet up with Dijkstra, head toward the fanciest whorehouse in all of Novigrad (the Passiflora) just northeast of St. Gregory's Bridge, where a private chamber has been arranged. Reach it, and you're greeted by Marquise Serenity herself, looking a little different since the last time you saw her. She opens a secret door, allowing access up a hidden staircase where Dijkstra greets you, and he gets down to the details of the assassination almost immediately.

You can justify the forthcoming killing of Radovid in one of three conversational ways. Then you're introduced to an operative you're familiar with—Vernon Roche. He has found no other way of winning the war for Temeria. As for your role, you are to find one of their co-conspirators who ventured out to meet an informer, and hasn't returned with critical information. He was travelling as a cobbler before he disappeared. You are to meet Gregor—a Redanian soldier who has seen Radovid's unstable nature and wishes to rid the world of his king—who has further information on this itinerant shoemaker. Agree to find both of them.

TRACKING YOUR QUARRY

OBJECTIVES:

- Talk to the Redanian liason.
- Find the shoemaker's wagon.
- Look around for tracks using your Witcher Senses.

Gregor

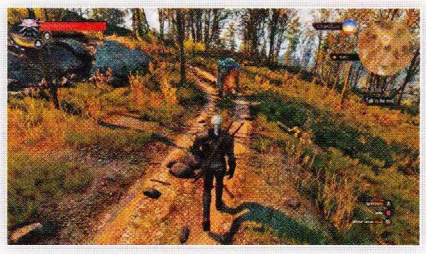
Travel south from Novigrad, through northern Velen to the Border Post signpost at Halver Isle, just before reaching the bridge to the island on the shore of the Pontar river. Bring Roach to a canter and find a shifty-looking Redanian guard. Gregor has been expecting you, and you both take a walk. He motions to the hanging corpses; killed over trumped-up charges using rules from the king. That's Gregor's motive for helping you. Talk turns to the cobbler, who came through here on a wagon. A patrol reported it abandoned soon after. You're then given a Transit Pass (if you don't have one already), and allowed access southwards, across Halver Isle.

ITEM: Quest Item: Transit Pass

Cross the river, galloping southward, and take a narrower track off the main road, *and into the woodland* close to the battlefields. Expect a small pack of wolves to attack as you reach a small, green wagon. With your Witcher Senses, stoop and find the following:

- There are signs of a scuffle, and someone was knocked out and dragged off. You discover a strewn boot. There are also shoes on a faint woodland trail heading southeast.

Follow the scattered shoes carefully, until you find a rough wagon trail and a rock troll farther upslope. Prepare something approaching a conversation with the troll (named Rogg), who is collecting the shoes. He tries to hide the fact that his friends (Ogg and Pogg) have someone in their cave. They haven't eaten him, but want him to make them more shoes.



DUMB AS A BAG OF OGG, POGG, AND ROGGS

OBJECTIVES:

- Find the trolls' cave.
- Find the shoemaker in the trolls' cave.
- Escort Thaler.

Close by the troll are the remains of an old mining quarry. Approach and look around, until you spot the entrance close to some old wooden scaffold. Enter the cave, looting chests if you wish, until you reach the huge main cavern. You're surprised and slightly amused to see your old friend Thaler.

Thaler

Who better to teach Ogg and Pogg, the two nearby trolls, how to curse? Now to extricate him from his predicament. The trolls aren't ready to let him leave. You can:

- Choose the first conversation choice (at either time), which is threatening, and fight Ogg and Pogg. Closely followed by Rogg.
- Choose the second conversation choice (both times), which allows you to leave with Thaler under the pretense of finding leather for their shoes.

END: STILL TART AS ROTTING RHUBARB

Learn more about how Thaler survived since the last time you saw him, as you reach his wagon. He'll find his own way back to Novigrad, and is ready to set Dijkstra and Roche's plans in motion. For now though, this quest concludes.

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: REDANIA'S MOST WANTED

Related Quests: Main Quest: Get Junior, Secondary Quest: An Eye for an Eye, Secondary Quest: A Deadly Plot, Secondary Quest: Reason of State
Locations: Oxenfurt Port, Est Tayiar, Triss' Townhouse (Novigrad), New Port Inn (Ard Skellig), Kaer Morhen
Characters: King Radovid V, Witch Hunters, Triss Merigold, Yennefer of Vengerberg, Redanian Soldier
Enemies: Nekkers, Ifrit, Witch Hunters
Recommended Item: Axii Delusion Level 2

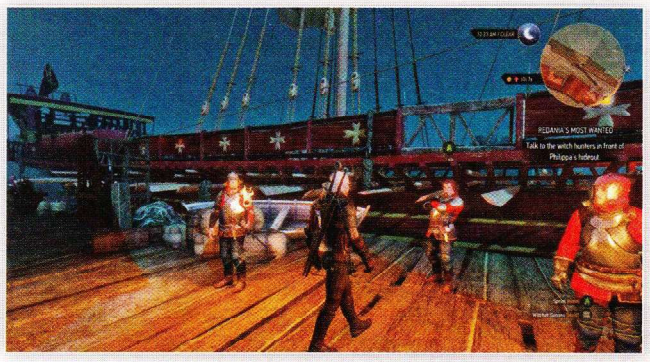
A CONTRACT FROM THE MAGE MURDERER

OBJECTIVES:

- Talk to the witch hunters in front of Philippa's hideout.
- Nearest Signpost: Est Tayiar

QUESTING DECISIONS

This quest is available immediately at the end of Main Quest: Get Junior. It begins when you visit King Radovid V aboard his ship. It is usually wise to complete this once Secondary Quests: An Eye for an Eye and A Deadly Plot are over.



You arrive at Radovid's ship, moored off Oxerfurt's bay after the summons, and speak to the sunken-eyed weasel of a ruler. He isn't one to mince words; he wants the sorceress Philippa Elhart found.

He ordered her eyes gouged out, but this apparently hasn't dissuaded her troublemaking and recent escape. He wants her alive, and brought to him. He no longer trusts the Lodge of Sorceresses. You can answer however you wish, but the results are the same—travel into the mountains and find her.

King Radovid V

Witch Hunter Leader

Journey northeast of Oxenfurt, into the wooded hills, following the pathways on horseback until you reach the top of a hill and discover a set of ivy-covered ancient ruins. There's a series of outer pillars caked in lichen and moss, with an inner archway and tiled entrance area where a group of witch hunters are nursing their wounds. They've had great difficulty attempting to enter these catacombs known as Est Tayiar. You explain who you are and who sent you. The leader motions to one of his men, who shows you a tile block imbued with power.

ITEM: Quest Item: Wall Tile

THE PERFECT HIDEOUT... FOR AN OWL

OBJECTIVES:

- Open Philippa's hideout.
- Search Philippa's hideout.

Drop down the hole, and descend into the tunnel the witch hunters have excavated. The stairs lead down to a barred gate archway with a magical barrier beyond.

Go back up the stairs a few paces, and examine the indent in the ivy wall (*Witcher Senses help find it*). Press the tile into the wall, and the barrier is removed. The gate swings open.

Descend to a junction chamber with two arches on either side. In front is a sheer drop into a cavernous lower chamber where you must go (without falling and killing yourself, of course). *The right arch leads to a ledge and a nasty drop).* The left arch leads to a portal, which is actually working. Step into it.

You enter a stone chamber with rocks and rubble, and a few scattered barrels. Use your Witcher Senses:

- There is a remex (an owl feather) with its edge frayed.

Head up the stairs to the southeast, turn left, and engage a group of nekkers down some more steps. After slaying both of them, descend to a deactivated portal on a stone ledge. Approach the power cell (an activation crystal), and use your Aard Sign to spin it into activation. Then step into the portal.

DROPPING IN UNANNOUNCED

OBJECTIVES:

- Put the crystal in the right spot.
- Use Aard to activate the crystal, and activate the portal.
- Search Philippa's hideout (continued).

A lone witch hunter is brandishing his sword. Lost and disoriented, his inspection of the area has convinced him that a meeting of sorceresses is set to take place here. However, in order to protect himself from creatures visiting this area, he has removed the nearby portal's power cell. Naturally, you need the power cell to continue. You can:

- (Axii Delusion Level 2) Tell him to behave and give you the crystal.
- (Fight Fight) Tell him he's in a world of hurt, and literally beat the power cell out of his hands.

Aside from denigrating your antics, expect no more annoyances from the witch hunter. Inspect the chamber you're stuck in. There's another feather (a Sign of polymorphy) and a chest containing some love letters written to Philippa (from a woman scorned by her as she discarded her for… Dijkstra?!). Now run up the stairs to the deactivated archway portal. Fall off here and you die, so turn around, place the power cell into the wall alcove to your left, activate it with Aard, and step on through.

ITEMS: Quest Items: Power Cell, Letter to Philippa

You step into a chamber of three nekkers that attack you immediately. Slay all three and inspect the remains of Philippa's laboratory.

There's another feather on the ground, and an opening that leads down some ledges into a small watery cave. Attack four more nekkers in this lower cave area, before exploring it thoroughly. There is a power cell to gather. Grab it, head back up into the laboratory, and up the steps to the portal platform. Once again, insert a power cell into the wall alcove to your left, activate it with Aard, and use the Portal.

Now finally on the lowest level of this maze, dash forward (northeast) toward the central tiled pathway lit by braziers. At the far end you are greeted by a guardian summoned by Philippa—an Ifrit to slay. Once the fire elemental is snuffed, head up the stairs, through two archways and into Philippa's private quarters.

OBJECTIVE

- Search Philippa's quarters using your Witcher Senses.

Amid the broken furniture, rubble, and discarded equipment, your Witcher Senses pick up the following:

- Agates that Philippa wore around her neck. These are covered in blood for unknown reasons.
- *Blood-stained surgical instruments indicating she operated on someone.*
- Notes that are so charred they are unreadable.
- The remains of her megascope, scorched and covered in soot.
- A heavily-chipped crystal from the megascope. Your favorite sorceress friend will know what to do with it.

ITEMS: Quest Items: Agate, Polished Crystal

Depending on your previous quest and romance choices, you may optionally take the Polished Crystal to be examined by:

- **Triss in Novigrad.**
- **Yennefer in Skellige.**
- **Yennefer in Kaer Morhen.**

Or, you can ignore the sorceresses completely, and return to Radovid.

Exit Est Tayiar the same way you entered. Access the portal and ascend to the hole below the exterior ruins. You notice that the witch hunters are discussing your efforts, and their leader aggressively demands to learn what you've found out.

You can:

- Be as rude as you wish, or attempt to hide the fact that you found the megascope's crystal. It matters not; you must fight the five witch hunters.
- Or you can hand over the megascope's crystal to the leader immediately. You aren't able to visit either Triss or Yennefer, and should head back to Radovid's boat for your reward. This isn't recommended.

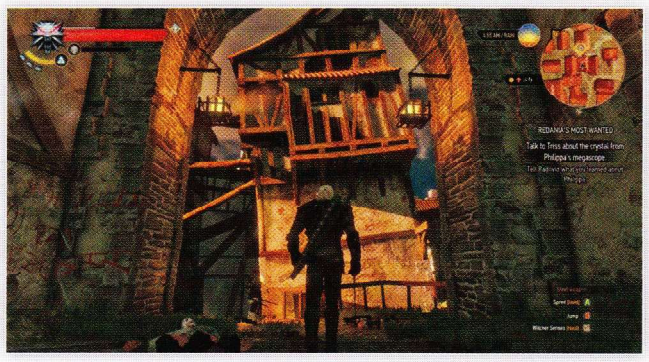
OPTIONAL (TRISS): GAINING TRUST WITH TRISS

OBJECTIVE:

- Talk to Triss about the crystal from Philippa's megascope.
- Nearest Signpost: Hierarch Square (Novigrad).

DECISIONS, DECISIONS

Take the crystal to Triss only if you haven't yet completed Secondary Quest: Now or Never, and Triss has sailed to Kovir. If this quest has not occurred or Triss is your love interest, this objective is accessible.



Triss Merigold

Assuming you didn't give the crystal to the witch hunters, head west into Novigrad, visiting the Glory Lane district (east of the Hierarch Square signpost), and find the leaning townhouse where Triss resides.

Triss is surpised and a little disgusted that you accepted Radovid's contract. You want to see what the crystal can tell you about Philippa before any decision about Radovid is made. Images are encoded in the crystal—a conversation between Philippa and her sorceress friend, Margarita Laux Antille, about reviving the Lodge of Sorceresses, and attempts to restore Philippa's vision.

Afterward, you mention that Radovid would like the crystal. This troubles Triss, who implores you not to do it. End your chat by:

- **Leaving the crystal with Triss.**
- **Taking it with you to show the king (though you can return it to Triss before you meet with Radovid if you change your mind).**

OPTIONAL (YENNEFER): REVELATIONS WITH THE RAVEN-HAIRED ONE

OBJECTIVES:

- Talk to Yennefer about the crystal from Philippa's megascope.
- Nearest Signpost: Kaer Trolde Harbor (Ard Skellig), or Kaer Morhen.

DECISIONS, DECISIONS

The objective to take the crystal to Yennefer is available only if you've already begun Act II of the Critical Path (Main Quest: Ugly Baby), but haven't yet completed Main Quest: The Isle of Mists.

Yennefer of Vengerberg

Assuming you didn't give the crystal to the witch hunters, make a long trek to the island of Ard Skellig, visiting Kaer Trolde Harbor and heading up into the village along the coast, into the New Port Inn and Yennefer's chamber. Or, if Yennefer is in Kaer Morhen, then head there.

Yennefer is mocking in regards to Radovid's cruelty. You want to see what the crystal can tell you about Philippa before any decision about Radovid is made. Images are encoded in the crystal—a conversation between Philippa and her sorceress friend Margarita Laux Antille about reviving the Lodge of Sorceresses, and attempts to restore Philippa's vision.

Afterward, Yennefer is angry that no more of the transmission can be deciphered, and is adamant that the crystal must not be allowed to reach Radovid. You are told more about the Lodge of Sorceresses, and the restoration of sight. End your talk by:

- **Leaving the crystal with Yennefer.**
- **Taking it with you to show the king (though you can return it to Yennefer before you meet with Radovid if you change your mind).**

END: DO YOU SIDE WITH THE SORCERESSES?

OBJECTIVE:

- Tell Radovid what you learned about Philippa.

Return to Oxenfurt Port, and speak with the Redanian Soldier to access Radovid's galleon. Radovid asks what you have learned. You can be evasive, or mention the crystal, or that she is trying to restore her eyesight. But Radovid is only concerned with the crystal, and your past decisions influence how this quest completes, and your reward (or lack thereof):

- If you hand over the crystal, you are paid and Radovid mentions he'll hand the crystal to his captive mages to examine.

ITEM: Crowns

- If you already handed the crystal over to the witch hunters when exiting Est Tayiar, you learn they took the credit for finding the crystal, and are nothing but a coward in their eyes. Radovid has no proof they are lying, and refuses to pay you.
- If you gave the crystal to Triss or Yennefer, you may elect to tell Radovid about what Philippa was planning, or you may remain evasive. Either way, without the crystal (and therefore proof), he refuses to pay you.

After one of these occurs, the quest concludes.

CRITICAL PATH QUESTS:
ACT I: SKELLIGE

In which three vast territories are thoroughly explored.

The third is the rugged archipelago of Skellige, home to the fiercely proud islander clans. After a stormy ocean crossing an old friend from Clan an Craite is found, and long-forgotten secrets across the islands are uncovered. Whether you help the islanders crown a new ruler is a choice only you can make. Further revelations abound.

DANGER ALERT SPOILER ALERT

MAIN QUEST: DESTINATION: SKELLIGE

Related Quests: Main Quest: The King is Dead—Long Live the King, Main Quest: The Nilfgaardian Connection; Main Quest: Pyres of Novigrad
Locations: Novigrad Docks, Golden Sturgeon, Crossroads (Ard Skellig), Kaer Trolde Harbor (Ard Skellig)
Characters: Captain Liglad, Captain Wolverstone, Steingrim, Trofast, Bran of Clan Tuirseach, Yennefer of Vengerberg, Ermion, Crach an Craite
Enemies: Pirates, Wolves
Recommended Items: 1,000 Crowns

QUESTING DECISIONS

This quest starts automatically once Main Quest: Imperial Audience concludes. Even though you are able to commence this Main Quest, which allows you to thoroughly explore Skellige, you are free to start, stop, or go back to any other part of the Main Quest in any of the other major land masses of this realm. Your choices are as follows:

- Main Quest: The Nilfgaardian Connection, and commence the Main Quests across No Man's Land (Velen) (see page 70).
- Main Quest: Pyres of Novigrad, and commence the Main Quests across Novigrad (this quest).
- Main Quest: The King is Dead—Long Live the King (page 137), and commence the Main Quests across Skellige (see page 136).

SOUSED AT THE GOLDEN STURGEON

OBJECTIVES:
- Find a boat headed to Skellige.
- Nearest Signpost: Novigrad Docks.

Captain Liglad

Yennefer has already transported herself to the wild isles of Skellige, and to meet her there you must arrange safe passage on one of the ships that are setting sail. Begin by heading into Novigrad, and locating the Novigrad Docks signpost. Work your way around the dockside wharfs, checking your minimap for three possible vessels.

- One is captained by a lady who isn't interested in heading to Skellige.
- The second is currently captainless. The crew say the captain is off drinking somewhere. This is Captain Wolverstone—his ship is the Atropos.
- The third is moored farther around the harbor. Speak with Captain Liglad aboard the vessel. He's not interested in sailing to Skellige either, but he does recommend speaking to the drunk and unreliable Wolverstone, who's currently draining the Golden Sturgeon dry of ale.

OBJECTIVES:
- Look for the ship's captain at the Golden Sturgeon.
- Pay Captain Wolverstone the requested amount to sail to Skellige.
- Defeat the pirates.

Captain Wolverstone

The Golden Sturgeon is on the harbor walk, and easy to find. Enter this drinking establishment, and speak to Wolverstone. He is about to set sail for Ard Skellig, the largest of the Skellige islands.

- (1,000 Crowns) Once you hand over some monies, he agrees to take you. You can pause, adventure throughout Novigrad and Velen if you wish before returning, and confirm you wish to leave for Skellige when you're ready to depart. Main Quest: Destination Skellige now commences.

During the voyage, you're woken from your sleep by shouts from the deck. The Atropos is being boarded by pirates! Expect around eight of them. Support the crew and tackle the foes nearest you, mopping them up in combat. With the pirates repelled, Wolverstone looks ahead at a fierce storm, and yells at his crew to cut the tether lines to the pirates' ship. The longboat drifts away, while the Atropos is dashed against an iceberg.

KNOW THE WAY TO KAER TROLDE?

OBJECTIVES:
- Go to the port near Kaer Trolde.
- (Optional) Teach Steingrim a lesson.
- Nearest Signpost: Crossroads.

Steingrim

You wake up on a gravel beach with splintered flotsam everywhere, and a fur-shawled islander picking at your equipment. This man of Skellige (named Steingrim) is proud, prone to violence, but can be friendly. Depending on your conversation choices, you gain knowledge about the location of Yennefer:

- **Be pleasant with your chat, and you end the conversation with the islander in a civil manner.**
- **Tell the man you'll slap him after he insults Yennefer, and start a fistfight. This can end with victory for you (after which, the man is suitably impressed), or victory for him (after which, your handiness is called into question).**
- **Choose offensive comments and the chat can degenerate into combat. This can also occur if you unsheathe your sword during the fistfight. Steingrim shouts to Trofast (his hunting wolf) to attack you, deal with both of them.**

A FUTURE FEASTER

If Steingrim is still alive, you may see him during the Secondary Quest: King's Gambit.

1,000 CROWNS IN YOUR POCKET

Before going anywhere, check the immediate area and gather loot from the shipwreck. Behind the ship you can find the body of Captain Wolverstone. Search his pockets and gather the 1,000 crowns you paid him for the voyage.

Follow the path east and then north, whistling for your horse if you wish to cover more ground. Stay on the path and discover the Crossroads signpost. Continue to gallop north along the winding road, turning left (west) just before the gates of Kaer Tolde, and descending down into Kaer Trolde Harbor (signpost). Dismount and move to the far (west) end of the harbor.

THE FINAL VOYAGE OF GOOD KING BRAN

Yennefer of Vengerberg

Ermion

Crach an Craite

The body of King Bran of Clan Tuirseach is carried out to a longship. The chief druid Ermion is conducting the eulogy as you meet up with Yennefer. You can flirt, or ask her about Bran (he was respected, but his wife wasn't). Crach an Craite now speaks about picking a successor in their war against the Black Ones. Flirt with Yennefer again, or ask more pressing questions. The longship is set ablaze, and sails into the sunset.

After the eulogy, you can ask Yennefer what she's learned. She tells you something strange happened on Ard Skellig—a disaster brought about by a burst of magic. However, Ermion isn't letting her near. Crach then approaches, knowing you'll be at the wake. As will Yennefer, who hands you a key and hopes you'll wear something complimentary to her—something not reeking of a thousand hunts. Main Quest: The King is Dead—Long Live the King now commences.

ITEM: Quest Item: Key to Yennefer's Room

DECISIONS, DECISIONS

If you completed some or all the quests in Velen (No Man's Land), and/or Novigrad, you share the information you've found out with Yennefer at this point.

DANGER ALERT — SPOILER ALERT

! MAIN QUEST: THE KING IS DEAD—LONG LIVE THE KING

Related Quest: Main Quest: Destination Skellige, Main Quest: Echoes of the Past
Locations: Kaer Trolde Harbor, Kaer Trolde Keep (Ard Skellig)
Characters: Yennefer of Vengerberg, Birna Bran, Cerys an Craite, Blueboy Lugos, Otrygg, Holger Black Hand, Svanrige Bran, Odalryk, Hjort, Donar an Hindar, Madman Lugos, Crach an Craite
Enemies: Bears, Wolves, Earth Elemental

ATTIRE BEFITTING A WITCHER

OBJECTIVE:

- (Optional) Go to Yennefer's rooms and put on formal attire.

Continue along the harbor path into the cluster of buildings and small gatehouse below the main hike up to the keep. Remain close to sea level as you head north and turn left (west), opening the door leading into Yennefer's Room (which is adjacent to the Old Port Inn). Yennefer has certainly spread out her belongings, which can be inspected using your Witcher Senses:

- There's a book, beauty cream, a megascope for her magic, wardrobe with Yennefer's clothes, and a stuffed unicorn that might bring back memories. The traditional Skellige outfit (in a choice of two colors) is hidden in the corner chest, by the megascope.

ITEM: Quest Item: Traditional Attire

- **Pick the clothing up, access your Inventory menu, and change your clothing.**
- **Or ignore the clothing (or pick it up but don't wear it).**

DECISIONS, DECISIONS

Yennefer's preference is for black and white clothing, and this extends to your outfits, it seems. Feel free to ignore her wishes, turn up in just underpants, or wearing whatever you wish. You receive an appropriate comment from Yennefer accordingly. If you still have your Nilfgaard outfit from your audience with the emperor during the Prolog, that works too.

Then, exit the room and head up to the keep.

MAY OUR HORNS ECHO 'MIDST THE CLIFFS AND PEAKS

OBJECTIVE:

- Meet Yennefer at the entrance to Kaer Trolde Keep.

Queen Mother Birna Bran

The journey to Kaer Trolde Keep is quite a climb. Head to the main road uphill, heading north through the first gatehouse, across the wooden bridge, and up through the long overhang with the spectacular view of the gorge below. Kaer Trolde Keep looms up, cut from the granite mountain it sits on. Wind up through the tunnel, and slow down as you cross the gorge bridge. Yennefer is speaking to Birna Bran, the widow of King Bran. It is a discussion bordering on an argument about rights of lineage. The Queen Mother promptly leaves, and Yennefer looks you up and down.

- **If you dressed up as she requested, you receive a compliment.**
- **If you didn't, a verbal dressing down is all you receive.**

OBJECTIVE:

- Go with Yennefer to the wake inside Kaer Trolde.

Stride into the keep and speak with Yennefer about attire, until you reach the great hall, where a servant named Arnvald motions you to your seats. You're to break bread with the offspring of Skellige's jarls. Cerys an Craite (daughter of Crach), Blueboy Lugos (firstborn of Madman Lugos), Halbjorn (son of Holger Blackhand) and Otrygg (son of Donar an Hindar).

Cerys an Craite

Blueboy Lugos

There's some light banter, and a mention of Cerys' brother Hjalmar, who isn't here (he walks his own path). Then conversation turns to a race up the mount. Eager to prove herself, Cerys challenges you. You can:

Halbjorn, son of Holger

Otrygg an Hindar

- Agree, and the race starts.
- Decline, and finish the conversation without leaving the hall.

INTERLUDE: THE RACE TO HJALMAR'S AXE

OBJECTIVE:
- (Optional) Beat Cerys to the top of the mountain.

You appear along one of the icy paths Kaer Trolde Mountain. Blueboy blows his horn, and Cerys sets off running at quite the pace. Sprint up the slope on the marked path shown in your minimap, looking for lit torches to guide your way, and timing every clamber up a ledge. Don't stray off the path, which is easy to do, try running and leaping if you're slowed down by deep snow, and try not to cut too many corners or you may end up slipping and falling. Once you reach the rock tunnel, sprint to the top, where the axe can be found.

INTER-ISLAND ANIMOSITY

OBJECTIVE:
- Talk to Yennefer in private.

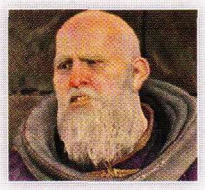
Jarl Holger Black Hand

Svanrige Bran

Jarl Udalryk

Hjort

Jarl Donar an Hindar


Jarl "Madman" Lugos

After electing to drink or not, you excuse yourself from the youngsters. Walk the banquet hall, checking your minimap to see four locations (marked "!") of interest:

Follow Yennefer to Holger Black Hand and Birna are talking. Bran's son, Svanrige, is also there but keeping silent. The discussion is heated—literally, as they are talking about custom of the wife of a king being immolated during the funeral—and Birna curtly departs. Holger tells you she still thinks she's ruling the islands. Share a toast or decline a drink with Holger, before moving on (or speaking to him again about Faroe, the wet and windy rock he presides over).

- Skellige Widows—there are two widows of Skellige; you can ask what becomes of them, but no one mourns here. Tears are replaced with vengeance. These women don't birth any cowards. Yennefer likes the women of these parts.
- The Jarl and his Seer—by the window, Jarl Udalryk (Jarl of the Brokvar Clan of Spikeroog) is receiving some bad news from his seer Hjort. Speak to them about omens. He reads your future and it seems dark. You toast the departed King (or refrain), and Yennefer remarks that Udalryk is apparently a very ill man.
- The arguing Jarls—by the far (south) door are two old men yelling obscenities involving goats at each other. Jarl Donar (of Hindarsfjall Isle) and Jarl Lugos have heated words, and insult Yennefer in the process (you can stand up for Yennefer and insult Lugos too, which turns into a fistfight that you can win or lose). Afterwards you are pulled away before the situation worsens.

THE TRIAL OF TAXIDERMY

OBJECTIVES:
- Go to Ermion's workshop.
- Explore the mysterious room using your Witcher Senses.

The door behind the arguing jarls is open, allowing you to head downstairs (southward) deeper into the keep. Yennefer is here to visit Ermion's laboratory (without an invitation). Follow Yennefer, keeping behind her so you don't attract any guards, and speak to her about the Mask of Uroboros (which she intends to steal). This stairwell stroll and a pair of doors are guarded by a murder of crows—Ermion's spies.

Simply head to the nearby window, walk outside, cross the outer balcony to the next window, and open it. You appear past the door, with more stairs down, through a portcullis and into a mysterious room. It is filled with stuffed animals. Use your Witcher Senses and uncover the following:

- There are four bears, ten wolves, and four deer. All motionless.
- There is a roughly hewn altar with a basin of water for teleprojection.
- A door to the side is locked, and you cut yourself opening it. The room is filled with an eerie glow. Those animals aren't stuffed, they're alive!

OBJECTIVE:
- Defeat the aggressive beasts.

Does this room smell like mushrooms? Weird. No matter. Brandish your sword and begin to slash at the three animals attacking you (usually a bear and two wolves). Once they've been removed, expect three wolves and a bear. Slice and dice them, before the last foes (a wolf and two bears) must be defeated. Then you collapse in a heap, unaware that you were hallucinating and the animals were still stuffed! Still, the side door is open now. Head on through (to the west).

MAKING THE EARTH MOVE

OBJECTIVES:

- Go to Ermion's workshop (continued).
- Find the Mask of Uroboros in Ermion's workshop.

Continue down more stairs and into Ermion's laboratory. Here there are two types of items to inspect, of varying interest to you:

"Glittering" objects which are usually notes and other marginalia from Ermion, to add to your Lore knowledge. There are also objects that appear in red when you utilize your Witcher Senses. These are of importance, and some must be found in order to continue. Find the following:

- A correspondence letter on a sideboard.
- Ermion's pipe on a small table near the fireplace.
- A book—Tales of the Wild Hunt—on a small table by the main pillar.
- A large goblet of dwarven triple mead on the bedside table.
- A set of ornate boiling casks atop a low bookshelf. A laboratory worthy of an imperial alchemist.
- A wooden goat on a plinth, sitting on a barrel. According to Yennefer, this might have been whittled by Ciri (as Ermion was Ciri's tutor during childhood).
- A human skull, sitting on a small circular table. Wait, is that a child's skull?
- Ermion's wand, propped up against a wardrobe.
- An extremely large pine cone, on the table by the bookcases.
- A sword placed into a stone. Try as you might, you can't pull the blade out; mainly because this is a vice!
- A larger-than-lifesized statue deep in thought. There is an outstretched hand to place something in. Perhaps the mead goblet? Slot it into place, and a section of wall rumbles open.

ITEMS: **Quest Items: Ermion's Correspondence, Tales of the Wild Hunt, Mead, Skull, Cone**

OBJECTIVES:

- Explore the secret chamber using your Witcher Senses.
- Kill the earth elemental.
- Look around for a way to escape from the trap.

Head down the steps into a cavern under the keep, where Yennefer spots (and takes) the Mask of Uroboros floating in this strange roughly-hewn chamber. Alas, it is guarded by a lumbering earth elemental!

OUT OF YOUR ELEMENT?

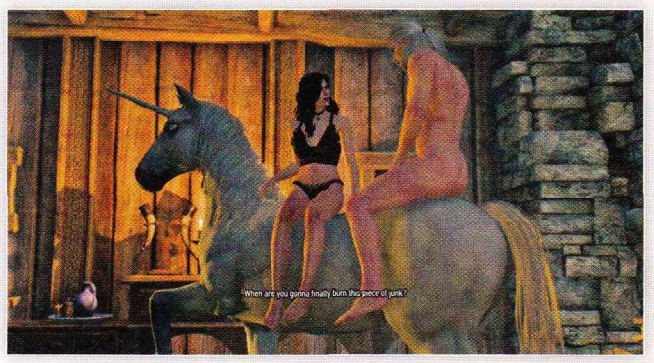
This terrifying entity can be a real pain to slay, so be sure to adequately prepare before the fight (just after the secret door is opened), and read up on the best tactics to slay earth elementals in the Bestiary.

When the Elemental crumbles, the room begins to fill with gas! You now have 15 seconds to look around. Just enough time to gather the valuable loot from the slain elemental. With no way out, you implore Yennefer to teleport you both out of there. But she needs you to have a clear head, and you must choose from two options quickly!

- **We're gonna choke and die: You tumble onto a feast table in Kaer Trolde, in between the drunk revelers. You avoid any carnal knowledge with Yennefer.**
- **Damn, I wanna kiss you, Yen: You tumble back into Yennefer's bedroom back in Kaer Trolde Village. She's torn part of her dress.**

Tell her you should get back to the wake, and she finishes up with her sewing and you both return to the great hall.

Tell her you wouldn't mind watching, and you appear to Yennefer clad only in a loin cloth. You both catch up on lost time. After some bedroom (and unicorn) antics, you both return to the great hall.



Carnal Knowledge: Yennefer of Vengerberg

END: OATHS OF THE OFFSPRING

You finally make a return to the wake, where you witness a Skellige tradition. All the candidates for ruler place their weapon onto an animal skin, as a symbol of their will to rule. Crach substitutes for his son Hjalmar, who has already departed for Undvik to slay an ice giant. There's a surprised murmuring when Cerys, the only woman with such machinations, throws her dagger onto the pile.

Afterwards, you appear with Crach and Yennefer on one of the keep's crenelation promontories. Crach pledges help to find Ciri, but you need to ask for assistance with Ermion. He supports Yennefer's decision to seek out the anomalous magical blast elsewhere on Ard Skellig. Then Crach has a request of you.

- His son Hjalmar has sworn an oath to kill the giant of Undvik: Secondary Quest: The Lord of Undvik.
- His daughter Cerys has sworn to lift the curse of Udalryk on Spikeroog: Secondary Quest: Possession.
- Yennefer is off to change, and explore the area around the anomaly. Main Quest: Echoes of the Past.

Agree to help Crach. You now have three important tasks to accomplish, in any order you like. But for now, this quest concludes.

MAIN QUEST: ECHOES OF THE PAST

Related Quests: Main Quest: The King is Dead—Long Live the King; Main Quest: Nameless
Locations: Redgill, Druid's Camp, Cataclysm (Ard Skellig)
Characters: Yennefer of Vengerberg, Ermion
Enemies: Foglets

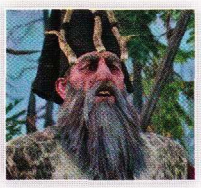
QUESTING DECISIONS

This quest becomes available automatically once Main Quest: The King is Dead—Long Live the King concludes. It is mandatory, and must be completed to continue the Main Quest. As you may have concluded any number of other quests before starting this one, the journey to the Druids' Camp cannot be accurately plotted. The following is the optimal method of reaching this location on eastern Ard Skellig.

ONLY IGNORANT FOOLS BELITTLE MYTHS

OBJECTIVES:
- Meet Yennefer at the site of the magic cataclysm.
- Nearest Signpost: Druids' Camp (Ard Skellig).

Yennefer of Vengerberg



Ermion

Sail to the deserted port village of Redgill on Ard Skellig's eastern coast. There's little here now but steps up to a winding beach pathway that meanders vaguely westward, and finally ends up at your destination—the Druids' Camp. Or, trek up the coastal hills and into the woods, heading directly for the camp. When you arrive, Yennefer is already having a rather heated discussion with Ermion. You can:

- Join in the conversation, reminding the two of them that their behavior isn't appropriate.
- Wait for this initial salvo in the argument between Yennefer and Ermion to subside. Then begin a proper conversation.

Make conversation choices as you wish. Ermion is furious that Yennefer has taken the Mask of Uroboros, and fears another cataclysmic explosion if it is used. As he recalls the history of the device, and you answer Ermion in any way you wish regarding Yennefer's thievery, there's an ominous sound, and you fail to see Yennefer. She has snuck away during your talk with Ermion! She used the mask!

OBJECTIVE
- Talk to Yennefer. Help Yennefer kill the foglets.

Quickly head downhill in a roughly southerly direction down the path, in sight of the cataclysm, where acres of forest have been stripped to skeletal remains from the previous blast that Yennefer seeks to investigate.

Ermion and the other druids descend too, starting a spell in the hopes that they might halt any disaster the Mask of Uroboros would cause. You find Yennefer engaged in electrical combat with a group of foglets. Engage in combat with them, helping her slay these tricky foes.

Afterwards, the wind whips up as Yennefer explains the mask summoned the foglets. The device apparently reveals the past, but only in certain places with a strong magical imprint. She hands the mask over to you. She wants to read your mind and see what you see. There's little point in arguing.

ITEM: Quest Item: Mask of Uroboros

USING THE MASK

Remember to quickly put the mask on and take it off using the Quick Slot item menu.

MAGICAL BLASTS FROM THE PAST

OBJECTIVES:
- Follow Yennefer (4).
- Use the Mask of Uroboros (4).

Follow Yennefer to an area where the earth is ripped apart and a waterlogged gully exists where a path once was. Place the mask on and you see two shadow figures step from a portal. Geralt claims one of them was Ciri! Remove the mask when Yennefer decides to move to the next area of magical force.

Engage a foglet, slicing it apart before donning the mask again. This time a group of shadow figures are torn apart by a blast of bright light. This is the impact spot of the cataclysm. But Ciri and her companion escaped.

Remove the mask, and follow Yennefer for a third time. When she stops and you don the mask one more time, you see a shadow figure attacking another, and the second fleeing through a portal. It appears Ciri escaped, but may have been wounded in the process. Ciri's magical residue indicates that she traveled to Velen from here, but her attacker is closer by.

Defeat another summoned foglet, then continue to follow Yennefer down the hill, moving toward the east. Wear the mask when instructed to see two shadow figures battle each other, one defeating the other. Yennefer deduces Ciri has a powerful ally—a mage most likely—and you're about to wonder what happened to this person when the weather starts to clear up, and Ermion strides into view.

END: FORESHADOWS OF THE FUTURE

OBJECTIVE
- *Look for a body.*

Ermion's apoplectic fury is abated when you inform him of a trail that seems to indicate Ciri's whereabouts. When you hand back the mask, Ermion tells you it has lost its power. Once you tell him you need to examine one more trail, he grants your progress. You're looking for a corpse, someone Ciri's companion killed. Head south with the watery ditch on your right. Yennefer lifts a fallen tree from the ditch, and you discover the body of a Wild Hunt Rider. The armor is clean, with no blood or sword nicks. Ermion is frightened by this revelation, and tells you the Wild Hunt was already seen on the Isle of Hindarsfjall. They ransacked the village of Lofoten. Yennefer proposes that you both travel there via teleport. Agree and Main Quest: Missing Persons begins.

MAIN QUEST: MISSING PERSONS

Related Quests: Main Quest: Echoes of the Past, Main Quest: Nameless, Secondary Quest: In Wolf's Clothing, Main Quest: The Calm Before the Storm, Secondary Quest: The Mysterious Passenger, Main Quest: Ugly Baby
Locations: Lofoten (Hindarsfjall), Freya's Garden
Characters: Yennefer of Vengerberg, Priestesses of Freya, Tordar, Morkvarg
Enemies: Wolves

QUESTING DECISIONS

Main Quest: Missing Persons is available automatically, once Main Quest: Echoes of the Past concludes. It is mandatory, and must be completed to continue the Main Quest.

Secondary Quest: In Wolf's Clothing (see page 259) is a closely related quest, and any mandatory elements of this quest are featured in this section. While that quest concentrates on killing a cursed werewolf, Main Quest: Namelss concentrates on uncovering the fate of the Craven one.

RAZED HUTS AND FRESH GRAVES

OBJECTIVE:

- Follow Yennefer to Lofoten.

Yennefer of Vengerberg

Yennefer transports you to the Isle of Hindarsfjall, and correctly remembers the way to the village of Lofoten. Head north from the Cemetery into the center of the village where the Skellige women (priestesses of Freya) are conducting some kind of ritual. Yennefer interrupts the ceremony, and you ask the whereabouts of Ciri, the "ashen haired" one.

Apparently, Ciri was seen before the Wild Hunt attacked, in the stables with a man named Craven (who is cursed by the other priestesses). Ask if Craven has a name. He did until he was struck from the Saga of Ancestors after fleeing the village during the attack. This Craven character attempted to clear his name by traveling to Freya's Garden to defeat Morkvarg, "the vilest man ever to inhabit Skellige," who stole, killed children and pregnant women, and attacked his own clan's lands. Answer how you wish. Afterwards, you realize this monsterous Morkvarg has a complex curse upon him. You both decide to head to Freya's Garden in the hope of finding, and dealing with both Morkvarg and Craven.

IN WOLF'S CLOTHING

At this point, you may wish to concurrently complete Secondary Quest: In Wolf's Clothing. If you do, consult (page 259) for the additional objectives. Secondary Quest: In Wolf's Clothing can also be completed before you begin Main Quest: Missing Persons, if you wish.

NAMELESS: CRAVEN SOME WEREWOLF COMBAT

OBJECTIVES:

- Find Freya's garden and look for Craven.
- Nearest Signpost: Freya's Garden.

Morkvarg

Accompany Yennefer to Freya's Garden; a walk along the main road heading northeast (exchanging thoughts about Craven and his chances against the monster). Or, meet her at the gate if you journeyed from talking to Tordar.
At the gates, you hear gnawing sounds and muttering. A huge, sinewy werewolf is devouring some meat, but it spews the contents out of its gullet and curses; an important clue for Secondary Quest: In Wolf's Clothing. It lashes out at you through the gate, and flees toward a large oak tree deeper into the gardens. He doesn't seem to be receiving visitors. Main Quest: Nameless now begins.

MAIN QUEST: NAMELESS

Locations: Freya's Garden
Characters: Yennefer of Vengerberg, Priestesses of Freya, Morkvarg, Craven
Enemies: Wolves, Morkvarg

OBJECTIVE:

- Search for signs of Craven near the sacred tree using your Witcher Senses.

The gate is locked, so follow Yennefer up the steps. Travel across the ivy-covered stone bridges connecting various parts of the garden together, then head northwest, into the very middle of the garden to a huge and sacred tree. You pick up the trail of Craven immediately (he cut himself to make a blood offering). Afterwards, you explain to Yennefer that hunting a werewolf is best done alone (she agrees and waits at the tree).

- Before you head off, feel free to speak to Yennefer again to learn more about the garden's history, and engage in some playful banter.

OBJECTIVE:

- Follow Craven's footsteps using your Witcher Senses.

Utilize your Witcher Senses at the tree, and begin to follow a variety of clues:

- Craven's blood by the tree, flowing profusely with a clear trail.
- A crack between the tree root in the ground. Something is below, but you can't tell what.
- A trail of blood and footprints (he trod carefully) leads you down into the lower gardens. Turn right (west) and engage a wolf in combat.
- A corpse, half-hidden in shrubbery. Morkvarg doesn't eat his victims.
- Monster tracks by the main gate; there was running and chasing. Expect two more wolves prowling the area as you continue in a clockwise search.
- A number of footprints showing where Morkvarg finally attacked. Craven's blood is here.
- More splatters of blood. Craven ran away wounded, after blocking the werewolf as he tried to escape. The trail ends at a door that is firmly closed. You need to head around it.

OVERCOMING AN UNDYING LYCANTHROPE

OBJECTIVE:

- Explore the further parts of the herbarium.

Climb the wall to the right and explore the structures further into the gardens, but make a mental note that your path eventually leads you to the arched door to the right of the wooden wall. To reach there, sprint past Yennefer at the sacred tree, drop down heading northeast, and travel up some stone steps and into an overgrown stepped courtyard where there's a wolf to cut down. Move to the edge of the raised garden and look down onto a lean-to and small canal. Drop down from the lean-to and check the following with your Witcher Senses:

- There are many prints both old and new. Morkvarg's lair is close.

OBJECTIVE:

- Use the lever to open the flood gates so you can continue further.

Climb the stone ladder embedded into the wall, and clamber onto the higher ground overlooking a sluice gate and two levers. There is a ruined bridge in this area with a locked gate on the other side. You can't reach that to continue, so inspect this area closely. Utilizing both levers should allow you to open the flood gates. Save your progress, and start yanking those levers!

- The left lever changes the gears of the mechanism to lift up one of the three sluice gates. You can see which gate is able to be lifted by watching the three wooden mechanism dowels that move up and down between the two levers. Simply use the left lever until the sluice gate you want is ready to be moved.
- The right lever moves the actual sluice gate you have chosen. There are three gates.
- The left gate opens a watery exit outside, and out of Freya's Garden, if you wish to leave easily.
- The middle gate allows access to the further part of the gardens, where both a well and a secondary structure are accessible; to further this quest.
- The right gate is under the waterfall, leading to an underwater cave where a key can be found. However, this is only useful during Secondary Quest: In Wolf's Clothing.

Once the middle sluice gate is open, you can continue.

SLAYING THE ULFHEDINN (WEREWOLF)

If you're interested in slaying the werewolf, its cave is just north of the two sluice levers. Refer to Secondary Quest: In Wolf's Clothing for advice.

Dive into the canal, swimming through the open sluice gate, and climb the stone steps to the right, and up onto the higher garden ground you couldn't access from the broken stone bridge earlier. Turn northwards and run up the stepped garden to a large hall structure. Use your Witcher Sense to uncover claw marks on the splintered door. Morkvarg smelled something beyond here.

Inside the hall is a crudely constructed symbol of Freya on the ground, where the werewolf was lured. This structure isn't relevant to Main Quest: Nameless, so only use your Witcher Senses to inspect it if you're solving Secondary Quest: In Wolf's Clothing.

Return to the exterior gardens, and head down toward a well by a tree, on the other side of the door you couldn't navigate through earlier. There are tracks here indicating Craven entered this well. Drop down yourself, and maneuver through the tunnels until you reach a small burrow, and immediately inspect the corpse lying here. You've found Craven, or at least, what's left of him. There is a key that opens the archway exit back into the gardens, too.

ITEM: Quest Item: Key to the Burrow

After an unpleasant task hauling of the corpse up to the sacred tree, Yennefer inspects the corpse. Although putrefaction has set in, Craven's vocal chords are intact. After a spot of necromancy, the corpse wakens and begins to tell its tale. Main Quest: Nameless halts, and Main Quest: The Calm Before the Storm begins.

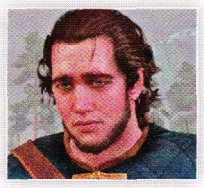
Skjall (Craven) (Corpse form)

! Main Quest: The Calm Before the Storm

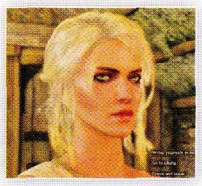
Locations: Lofoten (Hindarsfjall), Drowned Dead Rock
Characters: Skjall, Cirilla, Astrid
Enemies: Hounds of the Wild Hunt, Wild Hunt Riders

YOUR BLOOD NEEDS THAWIN'

OBJECTIVES:
- Follow Astrid to the sauna.
- Leave your clothes in the changing room.
- Follow Astrid.



Skjall



Cirilla

Skjall is harvesting crabs on the sea shore when he's startled by a woman falling from the skies. He drags her to Lofoten and tends to her wounds. You waken (as Ciri) with Avallach—the elf whose images you saw during your cave exploration with Keira (see page 80)—speaking to you. An instant later, Skjall is hovering over you, being teased by his sister Astrid, who recommends you bathe with the rest of the women to warm yourself up. You ask for help in getting to Drowned Dead rock. Skjall leaves to prepare a horse for you.

OBJECTIVES:
- (Optional) Jump into the water to cool off.
- (Optional) Drink a shot of Freya's Firewater to warm up.

Follow Astrid as she talks to you about "the man in the mask from afar" (Avallach). Head out into Lofoten, around the village circle and old oak tree, and up towards the sauna where Astrid's mother is waiting. Enter a small changing room, accessing the mirror. You can:

- **Wrap yourself in a towel and head into the sauna.**
- **Head into the sauna without a towel. The conversation turns to a rose tattoo, as you've exposed it.**
- **Or ignore the sauna, dress, and leave. However, you must disrobe and enter the sauna to continue this quest.**

Assuming you wander into the sauna with Astrid, you meet her mum, talk about your red rose tattoo (if you're without a towel), the coals are doused, and you speak of your homeland (as much or as little as you'd like). The conversation moves on to Skjall. Astrid asks if you fancy him. Answer how you wish (obtain a blush from Astrid if you remark that you prefer women). Finally, you're able to take a quick dip in the cold water outside, head to a jug of whiskey under a tree for a shot to warm you up, or take your leave (as Skjall has readied the horses).

A TIPPLE AND A DIP

The shot of whiskey and the dip in the refreshing waters are more than relaxing; they grant you health regeneration, making the next part of this quest easier.

END: SKJALL'S SACRIFICE

OBJECTIVES:
- Join Skjall in the stable.
- Try to defeat the warriors of the Wild Hunt.

Return to the changing room, put your clothes on, and head out into the village. Optionally view the villagers of Lofoten in their daily lives (a young man and his father learning how to shoot a bow, a married couple on a hill above you, and folks remarking about a coming storm). How right they are.

At the stables, you may optionally tease Skjall about his feelings for you. This can lead to Skjall's first attempt at a kiss. But your flirting is interrupted by shouts from outside. Dash outside, and defend yourself from hounds of the Wild Hunt, as well as Wild Hunt Riders who are razing the settlement! You must kill between three and four of these foes, now you have cured your weakened state in the sauna. Battle until Skjall shouts, then return to the stables. Skjall vows to show you the way to Drowned Dead Rock. You can:

- **Thank him.**
- **Or ask about his family. This leads to slight conversation changes when Geralt and Ciri meet in Act III: Main Quest: Child of the Elder Blood.**

OBJECTIVE:
- Make it to Drowned Dead Rock while avoiding the riders of the Wild Hunt.

Uma

Set off at a canter heading roughly south, following Skjall along the road out of Lofoten. Along the Cliffside road there are intermittent infractions with hounds. Avoid them to stop your horse from panicking, and gallop as much as possible. Expect a few hounds to attempt to thwart you.

DON'T RIDE A HOARSE HORSE

Replenish your horse's stamina when no foes are close to you on your minimap.

You race to a boat along the coast, and are taken aboard by Avallach, cast adrift into the waters. Skjall races to help, but is cut down by a Wild Hunt rider. The next morning he awakens to see Avallach's boat wrecked on the beach. A grotesque homunculus looks over the broken boat. Main Quest: The Calm Before the Storm concludes.

Main Quest: Nameless (continued)

Skellige Search Successful

Yennefer dismisses the wretched carcass of Skjall the Craven. Her ritual has caused a great destruction in the garden, and you are visited by the Priestesses of Freya, who are both betrayed and enraged at her. Yennefer expresses little remorse. Answer the priestesses as you wish. Afterwards, you focus on the information the dead Skjall told you. Speak to Yennefer about the following:

- The fact that Ciri isn't in Skellige.
- The ugly creature is linked to Ciri somehow. It could even be Ciri herself, cursed by forces unknown.

Depending on how much of the adventure you have completed, this quest ends with the following options:

- **If you have completed Main Quest: Family Matters and Main Quest: Hunting a Witch (Velen), you reckon exploring Novigrad, and starting Main Quest: Pyres of Novigrad, is in order.**
- **If you have completed Main Quest: The Play's the Thing (in Novigrad), you think Main Quest: The Nilfgaardian Connection is a good plan.**
- **If you haven't completed up to either sets of quests in Velen or Novigrad, you are at a loss at what to do.**
- **If you've completed Main Quest: Family Matters and Main Quest: Hunting a Witch (Velen), as well as Main Quest: The Play's the Thing (Novigrad), Main Quest: Ugly Baby automatically begins.**
- **In addition, Yennefer recommends you seek out Jarl Donar (who took the creature under his care) and ask him to whom exactly he sold the… gnarled lump you saw on the beach. Secondary Quest: A Mysterious Passenger automatically begins.**
- **Finally, as Yennefer parts company with you, she hopes you'll meet her in Larvik, as she has something to tell you. Secondary Quest: Last Wish becomes available. This quest will not start, however, if you already found Uma at Crow's Perch.**

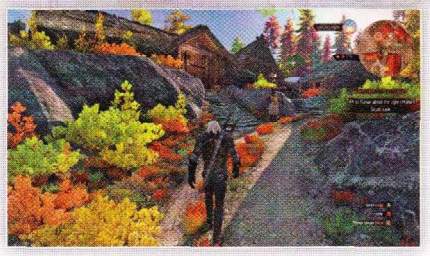
DANGER ALERT SPOILER ALERT

Secondary Quest: The Mysterious Passenger

Locations: Larvik (Hindarsfjall)
Characters: Donar an Hindar

Questing Decisions

This quest becomes available automatically after the conclusion of Main Quest: Ciri's Story: The Calm Before the Storm, and you haven't seen Uma by visiting Crow's Perch yet. It is purely optional.



Jarl Donar an Hindar

Selling the Ugliest Man Alive

Objective:

- Talk to Donar about the ugly creature Skjall saw.

Head across the heaths and hilly roads to the village of Larvik on Hindarsfjall, enter through the gates and run east toward the jarl's longhouse. Speak to the Jarl, optionally asking him about his lineage, the news from Hindarsfjall, and Skjall's honor. But you're here to inquire about the ugly creature. He tells you it was sold to a merchant who asked about the sea routes to Novigrad. Not much of a clue, but worth a visit. This quest now concludes.

Critical Path: Yennefer's Quest

DANGER ALERT SPOILER ALERT

Secondary Quest: The Last Wish

Related Quests: Main Quest: Nameless
Locations: Freya's Garden (Hindarsfjall), Larvik, Ingdalen Isle, Northern Mountains (Ard Skellig)
Characters: Yennefer of Vengerberg, Amos var Ypsis
Enemies: Sirens, Drowners, Djinn

Dangerous Sometimes. Malicious All the Time

Objectives:

- Go to Larvik's harbor with Yennefer, or Meet Yennefer in Larvik.
- Talk to Yennefer.
- Go to Larvik's harbor with Yennefer.
- Get on the boat with Yennefer.
- Nearest Signpost: Larvik.

QUESTING DECISIONS

This quest begins at the conclusion of Main Quest: Nameless.

Yennefer of Vengerberg

After finding the Craven in the well of Freya's Garden, and speaking about locating (and finding) Ciri, Yennefer requests you meet her in Larvik, at the warrior's hall. She has something important to tell you. You can accompany her to Larvik immediately (on horseback), or agree to meet her there later (so you can prepare or finish other quests first).

Enter the warrior's hall, where Yennefer is gaining the upper hand on some unruly yokels. Speak to her, and she mentions a man named Amos var Ypsis, a specialist on djinns. She tells the story of his disappearance. Answer how you wish. She wishes to know what became of him, but she's particularly interested in his djinn. Feel free to ask more about these mystical creatures, before agreeing to help.

The harbor is a short jog from the warrior's hall, down the hill to where her vessel is moored. Speak to her again. She tells you of an incantation on her boat, allowing you to see if there are any wrecks on the seafloor. Yennefer takes the helm. You sit at the bow of the boat.

YEARNING FOR YENN

If you decide not to help, Yenn leaves on her own, and she cannot be considered a romance option from this point.

OBJECTIVES:

- Help Yennefer find the djinn (3).
- Search the bottom of the bay using your Witcher Senses (3).
- Return to the boat (3).

You set sail into the ocean waters, talking of past adventurers. Eventually you reach an area that Yennefer wishes to search. She casts a spell to slow your heart, allowing you more breathing room. Leap into the frigid waters, and dive directly below the boat. If any sirens are in the vicinity, shoot them with your crossbow or magic before you go.

Below are the remains of a longship, and a few swimming drowners. Avoid them as you find the entrance to an underwater cavern, or use your crossbow and remove them as a threat, and swim inside (roughly east). Use your Witcher Senses on the small half-buried vessel—it sports a Clan Drummond figurehead. This isn't the correct boat, so swim back to the surface.

Yennefer sails roughly northwest, crossing the ocean toward a pair of small, odd islands of thin fur trees and rocks. Before you reach there, watch for the white whale if you wish. She then stops and finds another wreck. Dive down and discover a variety of chests and barrels. By the rocks and ship's deck, you find a war horn bearing the Clan Heymaey symbols. Check for further chests, and gather all the war booty you can from them. There's also a Skelliger's buckler from ages past. But this isn't Yennefer's boat. Return to the surface.

SUNKEN TREASURE

Make sure you attempt a lengthy sweep and open any chests and crates; there are a variety of items to gather as you search each wreck.

Yennefer continues to travel towards the two islands that make up Ingdalen Isle. As she passes between the rocks, she senses something odd. Dive down under her boat, and you're astonished to discover a huge crater! However, when Yennefer uses your eyes to see this unnatural seafloor, she informs you this anomaly is the effect of teleportation. Now swim toward a collection of chests and crates (which can be looted), before finding the remains of a boat. Near here is a basket cut exactly in half. Close to the boat is something more. A broken seal! Yennefer orders you to the surface.

ITEM: **Quest Item: Broken Seal (1 of 2)**

TOO MUCH STUDYING CAN KILL YOU

OBJECTIVES:

- Return to the boat and talk to Yennefer.
- Search the ship using your Witcher Senses.
- Follow Yennefer to the top deck.

After examining the broken seal, Yennefer opens a portal and teleports you both to within a dozen yards of the other half of the seal. You appear atop a snow-covered mountain in Ard Skellig. Before continuing, quiz Yennefer regarding exactly why she wants a djinn. Choose either conversation. The topic soon changes to the link you and Yennefer share. She reminds you of the time you asked a djinn to bind you both together. Yennefer wants to ask this one to take that wish back.

Agree or don't. Yennefer wants to know if there's any magic left between you. Take that comment as you wish. You then head towards a ship, left atop the mountains of northern Ard Skellig, northwest of Yustianna's Grotto. Approach the wrecked vessel, looting the captain's cabin of treasure if you wish. Then continue down into the hull for more chests. The place looks like a laboratory. Gather some rare books, then inspect the following:

- A trail of blood from a pair of shoes. They lead to a bookcase. Interact with it, and you lift it up, revealing the crushed and bloodied remains of Amos. An unfortunate accident? Tell her you must search the body. You produce the other half of the seal. Head back up on the top deck.

ITEM: **Quest Item: Broken Seal (2 of 2)**

THE SPIRITS OF SKELLIGE FAVOR YOU

OBJECTIVE:

- Stop the djinn.

Up at the ship's wheel, Yennefer aims to conjure and tame the djinn. It appears, but is too powerful to control! Leap down to the deck and attack the djinn, rolling in and using the central mast to avoid its electrical discharges. Whittle its health down until it weakens.

VULNERABILITIES: WIN AGAINST THE DJINN

When you've read up on its weakness, using this guide's Bestiary, this battle becomes a little less fraught. The djinn is vulnerable against the following:

ITEMS: Bomb: Dimeritium, Oil: Elemental

Yennefer captures the djinn, and bargains with it to remove the magic coupling you both in return for its freedom. It obliges. Afterwards, you both sit, and contemplate your triumph. You can:

- **Comment using language that is friendly and pleasant.**
- **Answer using words that are more standoffish.**

Yennfer tells you she was expecting to feel different. But nothing has changed. *Answer:*

- **Agree, telling her you love her. You embrace and kiss on the boat. Just like your first. Then you watch the mountains. Afterwards, you return to Yennefer's bedroom in Kaer Trolde.**
- **Disagree, telling her you don't want to be with her any more. Yennefer is shocked, and you agree to a more formal friendship instead of romance.**

Afterwards, it is agreed that Ciri should be found, but you aren't happy at Yennefer's insistence that the emperor should receive a report. Agree or disagree with her request—it is decided either way. If you have completed your searching of Velen and Novigrad, you decide Uma is important, and you must now head to see the Baron, collect Uma, and ride for Kaer Morhen. Your paths will intertwine again, as this quest concludes.

CRITICAL PATH: CLAN AN CRAITE QUESTS

DANGER ALERT SPOILER ALERT XX

! SECONDARY QUEST: THE LORD OF UNDVIK

Related Quests: Main Quest: The King is Dead—Long Live the King, Secondary Quest: Possession, Secondary Quest: King's Gambit
Locations: Bridge to Kaer Trolde (Ard Skellig), New Port Inn, Marlin's Coast (Undvik), Giant's Ship, Hjalmar's Camp, Abandoned Village, Ice Troll Cave, Urskar, Clan Tordarroch Forge, Dorve Ruins, Ice giant's Cave
Characters: Crach an Craite, Axel (Navigator), Rante (Survivor), Jonas the Innkeep, Harald Houndsnout, Folan, Hjalmar an Craite, Vigi the Loon
Enemies: Ekhidna, Sirens, Ice Trolls, Devourers, Rotfiends, Myrhyff the ice giant

QUESTING DECISIONS

This quest becomes available automatically, once Main Quest: The King is Dead—Long Live the King concludes. It is purely optional.

THE TIME TO ACT IS NOW!

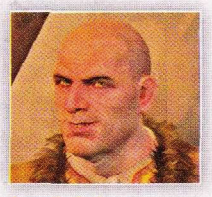
If you don't attempt this quest, and continue your adventuring to the point where Act III: Battle Preparations begins, Svanrige Bran becomes King of Skellige, and both Hjalmar and Cerys are presumed dead. Harsh.

A LOST SON ON A BLIGHTED ISLE

OBJECTIVES:
- Ask Crach an Craite about Hjalmar.
- Nearest Signpost: Bridge to Kaer Trolde.

Locate Crach on the exterior battlement crenelations overlooking the gorge. Ask him about Hjalmar, and his venture. He reckons you should ask some Clan Torrdaroch survivors down in the New Port Inn about Undvik and the giant that must be slain there.

OBJECTIVE:
- Ask around at the New Port Inn about Undvik and the ice giant.


Jonas the Innkeep

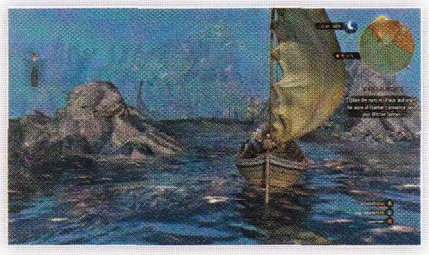
Tante the Navigator

Axel the Survivor

Leave the Kaer Trolde Keep, and descend to the bottom of the mountain, all the way to the harbor, before working back (north) toward the New Port Inn where Yennefer is staying. Enter the main tavern, where rowdy drinking and merriment abounds. Hjalmar recruited his crew here, so there are three fellows to speak with:

- The Innkeeper, who recalls how Hjalmar cajoled his crew into undertaking a mission to cut off "that bloody giant's head." They wanted to take back the forge, *where the best blades on the islands are crafted. He also points out the* other two fellows to talk to.
- A Navigator, who tells you to head southwest, watching for rocks "protrudin'" out of the water, and then watch for swift currents. He also likes to talk; amuse yourself with his stories if you wish.
- *A Survivor, one of Jarl Harald Houndsnout of Undvik's personal guards who* failed him when the giant attacked. The Jarl died fighting the giant, while the survivor was plucked up by sirens, rescued and brought here.

OBJECTIVE:
- Sail to the island of Undvik and search for Hjalmar.



Leave the New Port Inn, and head southward towards the port, where you can locate a boat. It should appear on your minimap, and allows you to captain a vessel across the treacherous seas, heading in a roughly southwesterly path towards the Isle of Undvik, from Ard Skellig. Your voyage is relatively smooth sailing:

- Head out in an easterly direction, passing below (and right of) the Eldberg Lighthouse.
- Then turn slightly to port (left) and continue in a southwesterly direction across the open waters.
- Make a hard turn to port (left) around the ragged rocks as the coast of Undvik approaches. Then turn starboard (right) slightly, lining yourself up with the objective on your minimap.

It's advisable to head to either the Marlin Coast (signpost), where you can more safely moor your boat, or into the ship's graveyard and a giant ruined wharf protruding into the ocean (pictured). As you approach, prepare to fight off the odd ekhidna.

ADVENTURING ON THE HIGH SEAS OF SKELLIGE

If you're already the seafaring kind, you'll know the basics of boating. But even accomplished navigators may wish to absorb the knowledge about using a boat, which is contained within the Training section of this guide.

MARLIN TO KAER TROLDE AND BACK

Did you forget to pack something? Need some ingredients or wish to trade? Then be sure to access the signpost on the Marlin Coast so you can easily Fast Travel to and from this location.

ROUND THE RUGGED ROCKS THE RAGGED RASCALS RAN

OBJECTIVES:

- Explore the ruins of Urskar and search for signs of Hjalmar's presence using your Witcher Senses.
- Nearest Signpost: Marlin's Coast.

As you close in on the masses of jagged rocks the navigator back in Ard Skellig warned you about, you should inspect the multitude of ships wrecked here over the decades. So plentiful is the wreckage that it blocks the way from the beach inland to other parts of the island. Disembark from your boat at Marlin Coast (signpost), and comb the beach, using your Witcher Senses to uncover the following:

- A massive barrier sealing the valley where the ruined wharf is located (see picture). This wasn't merely the flotsam of countless abandoned vessels—the giant erected this barricade!
- Sea graves (how the islanders bury their fallen) under some pretty weighty stones with a simple wooden marker.
- A half-buried shield bearing the symbol of Clan an Craite.
- A great number of footprints going in all directions, close to a wrecked ship. Judging by the condition of the hull, this was a recent wreck, and was the ship Hjalmar used to reach these Freya-forsaken parts.

BEACH-COMBING AND ALTERNATE ROUTES

Remember that you can continue your beach-combing on horseback. Roach is available to cover ground more rapidly. There are other routes you may take when exploring this island, but the following is optimal, and introduces you to the most clues regarding the ice giant and Hjalmar's whereabouts.

INTO THE SIRENS' SCREAMS

Stray too far southwest along the coast, and you risk incurring the wrath of a group of ekhidna. It is possible to simply roam the island, and pick up this quest much later into the exploration of Undvik, if you wish.

Close to Hjalmar's shipwreck is a trail that leads up (roughly southwest) into the granite mountains. Follow this precarious path. Pass across a gorge, which you can drop into and clamber out of if you wish. Bodies of islanders killed in a rock slide lie strewn about here. You may follow the deep ravine (accessed from the shore near Marlin Coast) farther on, or continue on the high road.

Ravine Route—southwest of the village of Marlin Coast, along the shoreline, is this cave opening (shown). Head through the gap, into the ravine where the rock slide has occurred. Pick your way up and over the strewn corpses of Hjalmar's rotting crew. Then follow a narrow and sharply winding path up and onto the high road.

High Road Route—stay on the high road, and trek past a soldier impaled on a pine tree; this hapless fellow must have been skewered by the giant.

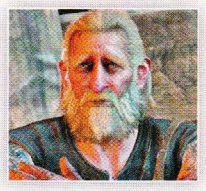
Continue along the precarious path, ascending and crossing a very narrow wooden bridge (as shown) with the gorge below you. Prepare to fight off a couple of sirens as you pass the corpse of one of Hjalmar's men, slumped close to various provisions and baggage that was quickly discarded.

Follow the winding trail until it leads you into a ravine with almost sheer rock walls either side of you. Continue roughly northwest as you reach the far end of this fissure. It is here that you spot your first glimpse of the terrible Giant of Undvik…

SHORT ON NAILS AND TWINE

OBJECTIVES:

- Explore the boat's hull.
- Talk to the stranger.



Harald Houndsnout

Quietly slipping behind a rock, you peer out at a gigantic galleon, seemingly in mid-construction. Sirens flitter from the prow and bow of the immense vessel. A terrifying thudding sound announces the arrival of the ice giant. A behemoth carrying a bowl of offal which he slings at the sirens. He places one dollop of flesh onto the deck, and departs.

Step out from behind the rocks, and begin to explore this strange ship. Be aware of the four sirens darting about—deal with them first. Use your Witcher Senses to uncover:

- Giant tracks by the ship's hull. He frequents this place.
- Drag marks indicating a litter (a type of stretcher) was dragged through here.
- Marks close to cliffs behind the ship to the southeast, blocking your path and meaning that another way into the island must be found.

As you're exploring the area around the ship, and plunging your silver sword into the last siren, you hear the sounds of a strange lament. A man with a thin voice, singing a sad song. It is coming from the deck of the ship. Move to the makeshift ladder where the giant threw in some meat, and climb aboard. You find a gaunt man with sunken haunted eyes, sitting against a strut and surrounded by skulls on stakes.

Converse with him, and you discover the following:

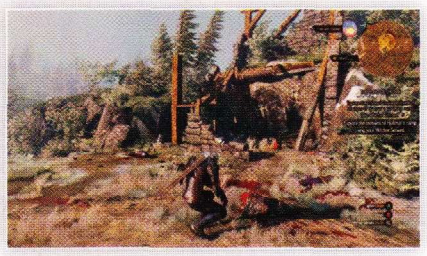
- He's actually Harald Houndsnout, Jarl of Undvik, and now captive of the ice giant.
- He's been subsisting on his crew's flesh, and converses with their skulls as if they were alive.

- He's been spared by the giant to build him a massive boat. But they are short on nails and twine. And he's mad as a Nilfgaardian wild dog.
- You're fortunate that he reveals Hjalmar made camp nearby at an old tower, and some of his crew escaped with him. You vow to help the Jarl out later, and bid your farewell to this addled madman.

TRACKING THROUGH THE TUNDRA

OBJECTIVES:

- Find Hjalmar's camp.
- Explore the remains of Hjalmar's camp using your Witcher Senses.
- Use your Witcher Senses to follow the tracks of those who fled the camp before the attack.
- Nearest Signpost: Abandoned Village



Follow the marks and look along a rough pathway to the west. Ahead are the remains of an old wooden guard tower, built against the cliffs. Hjalmar was attacked, judging by the evidence on the ground. Make sure you use your Witcher Senses to uncover the following:

- Hjalmar's men were taken by surprise, but fought off the attack.
- One corpse has a broken back, as if he fell from a great height.
- One body is covered in wounds, and must have fought for a long time.
- A felled man fought barefoot after sirens caught him off-guard.
- Two people came through here. Separately. Scavengers most likely.
- One man didn't even manage to draw his sword. Another bled to death in seconds. A third had his throat torn open by sirens.

Two trails of footprints lead up a hill to the west, and then turn to the south. There is also evidence of a track made by a boat being dragged in the opposite direction (northward). The human sets of footprints indicate one man (an archer) was determined to kill the other.

EVIDENCE AT URSKAR

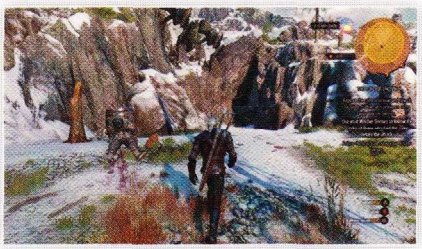
You can follow the track of the dragged boat if you wish, which leads to evidence of bloodshed on the lake across from Urskar village. But the optimal path is to find one of Hjalmar's men first, gain further knowledge, and then return to this boat-dragging trail.

Follow the footprints carefully across the tundra and the most vague of paths, towards a fallen tree overlooking a stream.

- It seems one man had to fight off nekkers, and crossed the stream—do the same.
- One of the men didn't come back for his arrows. He was harried.

Head west across the stream, and head up the large sloping hill ahead of you. There are more arrows in the ground.

- Further up the slope are nekker corpses. They pursued the men. Check the corpses and evidence near the barrels.



Close to the upturned log on the outskirts of the Abandoned Village (signpost) is evidence an archer was determined to kill. The other used this log as cover. Adjacent is another set of tracks—these lead off to the northwest. Follow them:

- With the tracks are splatters of blood on the ground and rocks—a lot of it, indicating the wounded man couldn't have gone much further.
- The trail of blood and prints leads you to a cave entrance, where one of Hjalmar's men is pincushioned with arrows. Close by is a horn that is said to drive away sirens. Take it and save it for later.

ITEM: Quest Item: Horrval Horn

SIREN SOUND

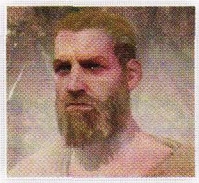
Having problems with those terrors from the skies? Then blow the Horrval Horn when you're being attacked by sirens; the horn causes these airborne foes to drop to the ground, making them easier to slay.

The archer was still alive, but troll tracks at the mouth of the cave indicate the man was dragged inside. Blood marks deeper into the cave entrance indicate the man was wounded. Head into the cave.

RESCUING FOLAN FROM THE POT

OBJECTIVES:

- Find the man the trolls captured using your Witcher Senses.
- Help the man in the cauldron.



Folan

Enter the cave and follow the intermittent trail of blood from the archer. At the first fork in the cave tunnel, head left, to a large cavern with a massive pile of fallen rocks. Engage an ice troll in combat. This chamber has two exits. Follow the path to the right, then left up a ledge path. The smell of cooking pierces your nostrils. Climb the ledge, and follow the path upward (and westward), into a troll's kitchen.

This rough cavern houses a giant cooking pot, two ice trolls, and a protesting Skellige man named Folan (son of Ulf). You approach the troll with your sword sheathed, as it is possible to free Folan without anyone dying (or boiling). The trolls claim they won Folan from Myrhyff (the giant), but they are prepared to let him go, providing you can solve their riddle. A troll's riddle? You'd be embarrassed if you failed at this… You can:

- Tell them you've had enough, and engage both trolls in battle.
- Tell them you'll play for Folan, and the riddles begin.

Riddle #1: "Lots there swim. Not soup, has no fins." The answer is "the sea."

You reply with your own riddle, which easily flummoxes the trolls. They angrily stomp off, but don't offer any resistance.

BOILING POINT

Be quick when fighting or riddling with the trolls. If you wait more than ten seconds, Folan boils alive, and your rescue attempt fails (simply leave the cave and complete the remaining objectives on your own). If you fail to answer the first riddle correctly, the trolls ask you a second one, but by this time, Folan has boiled to death.

Once the riddle (or battle) is over, immediately rush up the rocky ledge and access the cauldron lid, prying it open and freeing Folan. You speak with him at the cave entrance. Folan is grateful, but once you tell him you're looking for Hjalmar, he gets suspicious. This is shortlived though, and he reveals everything about the expedition if you ask him the following: You can ask him how he was separated, the expedition, that Crach sent you, about the ice giant, or tell him you know everything (after which, he follows you).

HARRIED INTO THE HILLS

OBJECTIVES:

- Follow the boat trail using your Witcher Senses.
- Cross the lake.
- Find out what happened to Hjalmar's crew in the caves.
- Find Hjalmar.

FOLAN ABOUT

This objective can be undertaken with or without Folan, and can occur before or after you rescue him. The optimal time to attempt this is after successfully freeing Folan from the trolls' cooking pot.

After optionally talking about inter-clan animosities with Folan, set off to the location close to the ruined guard tower where Hjalmar made camp. Use your Witcher Senses to find the tracks showing several men dragging a boat northwards. Follow this trail, but head in a roughly southerly direction, towards the village of Urskar, to a small lake and wooden jetty. Use your Witcher Senses and uncover the following:

- One of Hjalmar's men who bled to death trying to escape, near the waterfall. Cross the lake, and uncover signs of a battle.
- The men attempted to run to some nearby caves. The giant chased them. There is a trail of blood heading uphill.
- Scuff marks farther up the path to the south, just after the huts, shows that someone tripped and fell, but managed to get away.
- There's lots of blood patches up the trail. It leads to a slit-like cave opening.
- Large claw marks at the cave entrance indicate the giant couldn't squeeze into the caves, and gave up the chase.

Head down the sloping cave tunnel. There are more blood pools along the way. The sloping path leads to a gigantic grotto, and no way onwards… except downwards! Dive off the cliff ledge, into the pool below.

Swim northwards out of the pool. There's blood on the stone shore, and a corpse of one of Hjalmar's men by a ledge. Examine the corpse, then climb the ledges. Follow the splatters of blood across a small wooden bridge, to more ledge near a second corpse. Climb up, run along a ledge, through a small cave opening on your left, to a large upper promontory above the pool, with an oak tree at the edge of the precipice.

If Folan is with you, expect a few comments on the resolve of his dead comrades, as you progress through this cave system.

There's evidence of a cave collapse here—crushed Skelligers, two dead harpies, and more blood. Fight some live harpies, find the ladder and climb up the wooden scaffold, up another ladder passing the ore veins, and take a tunnel northward, then to the northeast, battling at least three devourers as you go, all the way to a mountain pass and Clan Tordarroch Forge.

THE CRAITE ESCAPE

OBJECTIVE:

- Help the stranger drive off the sirens.

The exterior view over the Isle of Undvik is as beautiful as the interior of the forge is grotesque. Open the main door into the forge, where more than twenty of Hjalmar's men are butchered and hung like sides of beef in this giant's pantry.

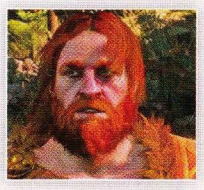
If Folan is with you, he remarks on this horror.

The horror is further exacerbated by an ambush from three rotfiends (devourers) bursting from a side chamber to the north. Cut them down (or better yet, lob a bomb into the enclosed antechamber they spring from, before they spread out), then exit the building to the east. Use your Witcher Senses:

- There are a number of old tracks; the giant comes here often to feed.

Follow the trail of giant footprints down the pathway from the forge, across the gully and northeast to a cliff you aren't able to climb. You need to find another way around.

Step back to the path, then head downhill (northwest), following the path down toward the lake, passing some human-sized footprints along the way. Run past the lake (on your left), between a fishing hut and small boathouse, and begin to climb a wooded hillside gully. The footprints lead up the hill path, toward what was one of the main villages on Undvik—the Dorve Ruins.



Hjalmar an Craite

Head through the village threshold gate, and you encounter a Skelliger battling against some sirens. Help the fellow see off two of these flying foes, after which you're introduced to Hjalmar himself. He knows of your adventures, and you can speak about your task (to help him), and quickly check on his crew-mate (who sadly didn't survive the siren attack). After that, the bull-headed Hjalmar decides a dash up to the Giant's lair is in order.

If Folan is with you, he and Hjalmar speak about Cerys' decision to head to Spikeroog alone. They also banter back and forth as you climb the hill to the giant's lair.

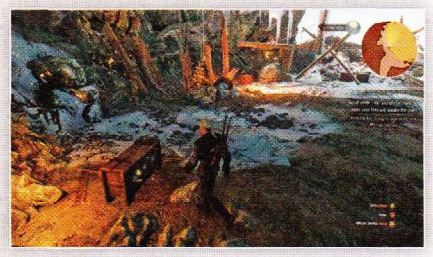
NAILS FOR HOUNDSNOUT

Did you find some nails in Dorve Ruins, during or after talking to Hjalmar? Then you can bring them to Jarl Houndsnout, who uses them on his crew. The man's crazier than Lugos!

GERALT THE GIANTSLAYER

OBJECTIVES:

- Find a way into the giant's lair.
- Find the key to Vigi's cage using your Witcher Senses.
- Avoid snow—the sound of it crunching under your feet will wake the giant.
- Kill the giant.



Vigi the Loon

As you set off up the hill with Hjalmar, use your Witcher Senses to uncover more evidence:

- At the start of the run, check the ground; the giant came down the mountain, barged into the village, and kicked the gate down from the inside.
- Further up the slope there are skeletal remains of the Undvik massacre. The sheer number shows that the records are no exaggeration.

Continue to follow Hjalmar up between the rocky slopes to the cave entrance into the giant's lair. It is blocked by fallen rocks and scree. Speak with Hjalmar and agree to help him remove the blockage. Then enter the cave.

A COLD RECEPTION FOR THE UNDER-PREPARED

Myrhyff the ice giant is a formidable opponent. This is the only occasion where you'll face an ice giant, and you don't want it to be your last. Be sure you meditate and prepare potions.

After a short path to the right, around the roots and pieces of ships' masts, you can nimbly enter the ice giant's lair, where he is sleeping (along the southwest wall). A muffled voice from a makeshift cage of boat parts pleads with you to be let free. This is Vigi "the Loon," and Hjalmar warns you to keep him imprisoned, lest he live up to his name. Agree, or seek the key to free him while the giant sleeps.

Myrhyff the Ice Giant

- **If Folan is with you, he's insistent that Vigi shuts up, or gets them all killed.**
- **If Folan isn't with you, and you haven't visited him yet, this is the point when the Ice Trolls eat him; it's too late to save him at this point.**

MYRHYFF'S WAKE UP CALL

Beware of your actions; the slumbering behemoth wakes up if you strike it, cast Signs, or step on the patches of ice that crack; leaving you little time to free Vigi.

If the giant is sleeping, you have a couple of options. You can:

- **Find the key to Vigi's Cage. The key is in a chest along the southeast wall of the cave. Grab it, head to Vigi's upturned boat cage, and free the loon; who promptly yells a blood-curdling cry and launches himself at the giant. Combat immediately starts.**
- **Or you can ignore Vigi, advance on the sleeping giant, who wakens and combat starts.**

ITEM: Quest Item: Key to Vigi's Cage

With the giant attacking, you have the benefit of Hjalmar attacking as well, (and Vigi if you freed him, as well as Folan providing support fire from his bow). Attack the giant, using mainly fire-based attacks. Free Vigi if you wish, but watch the giant's attacks too. You can only free Vigi before the combat starts.

When the ice giant has around a quarter of his health whittled away, he produces a large ship's anchor, and whips about its head. As well as being damaging, this is brought down with force on Vigi's cage. If he was freed already, this isn't a problem. But if he's still imprisoned, he's flattened and dies. Now fight on to the bitter end, until Myrhyff of Undvik is finally toppled!

VULNERABILITIES: ICE GIANT

Be sure you read up on additional combat strategies in this guide's Bestiary. Remember the ice giant is weak against the following:

ITEM: Oil: Ogroid, Sign: Quen

CONCLUSION: UNDVIK FOR SKELLIGE!

After commiserating or congratulating each other about freeing Vigi, you can stay here and loot the giant's corpse (and then meet Hjalmar on the beach), or return to the beach automatically (the Marlin's Coast signpost), where Hjalmar assures you that your prowess will be sung about by the skalds.

- **Agree that your actions deserve to be included in Hjalmar's ballad, and you can obtain discounts from traders all across Skellige.**

He aims to sail back to Ard Skellig to claim his title, though he's sure others have similar plans in mind. Remind him that his sister is one of them, and answer how you wish in regards to visiting Spikeroog to help her. The quest concludes with you receiving Hjalmar's favorite blade.

- **You can complete this quest with or without Folan and Vigi, who are also on the beach. However, rescuing one or either of them results in them automatically accompanying Hjalmar to Kaer Morhen, if you request Hjalmar's help during Act II: Brothers in Arms: Skellige.**

ITEM: Weapon: Eirlithrad (Sword)

JARL COME BACK NOW, Y'HEAR?

Harald Houndsnout is still talking to his skulls inside the giant boat. Return and try to talk to the madman, and you find he's too far gone to save, alas.

DANGER ALERT SPOILER ALERT XXX

SECONDARY QUEST: POSSESSION

Related Quests: Main Quest: The King is Dead—Long Live the King, Secondary Quest: Possession, Secondary Quest: King's Gambit
Locations: Bridge to Kaer Trolde (Ard Skellig), Svorlag (Spikeroog), Abandoned House
Characters: Udalryk, Hjort, Skellige Woman, Fisherman, Bergthora, Eiric, Cerys an Craite, Aki
Enemies: Drowners, Sirens, Hym
Recommended Item: Axii Delusion Level 2

QUESTING DECISIONS

This quest becomes available automatically, once Main Quest: The King is Dead—Long Live the King concludes. It is purely optional.

THE TIME TO ACT IS NOW!

If you don't attempt this quest, and continue your adventuring to the point where Act III: Battle Preparations begins, Svanrige Bran becomes King of Skellige. A pity.

A LOST DAUGHTER ON A HAUNTED ISLE

OBJECTIVES:

- Ask Udalryk where Cerys is.
- Nearest Signpost: Svorlag.

Hjort

Jarl Udalryk

Locate Crach on the exterior battlement crenelations overlooking the Kaer Trolde gorge. Ask him about Cerys, and her adventure. He tells you she's sailed there in order to help cure Jarl Udalryk's mysterious affliction. You'll find further information out by sailing northwestward to the isle of Spikeroog.

Leave Kaer Trolde Keep, and head south toward the port, where you can locate a boat. It should appear on your minimap, and allows you to captain a vessel across the unforgiving seas, heading in a roughly northwesterly path towards the Isle of Spikeroog, from Ard Skellig. Your voyage is relatively smooth sailing:

Travel directly towards the large inlet harbor surrounding the main settlement of Svorlag.

Once you disembark on Svorlag's shore, bound up the wooden steps to the Jarl's longhouse in the southwestern area of the village. Along the way, you may hear townsfolk speaking about the Jarl's erratic behavior. You are met by two guards from the clan Brokvar, who let you into this darkened great hall. Udalryk and his seer Hjort are talking about visions the Jarl is having. Speak to Udalryk about the location of Cerys. All you receive is confused mumblings and shouts, after which the Jarl retires to bed. Hjort suggests you look to the villagers for more information.

➤ **If you specifically ask Hjort where Cerys is, he explains she went to the Abandoned House on the top of the mountain. Now you need not speak to any of the villagers.**

THE TIME HAS COME TO GET CERYS

OBJECTIVES:

- Ask about Cerys in the village.
- Talk to Bergthora.

Skellige Woman

Fisherman

Bergthora

Set about interviewing the villagers of Svorlag. Move to where the signpost is located, and begin a conversation with a Fisherman, who hasn't seen Cerys for a while. Nearby is a rosy-cheeked Skellige woman. She's surprised at all the guests from afar that have been visiting. She tells you Cerys was just here, and was meeting two townsfolk by the name of Bergthora and Eiric (a married couple and old friends of the Jarl who live at the east end of the village).

Bergthora is a little way to the east, by her modest stone cottage and plucking a chicken. She's a friendly sort, and tells you Cerys left to talk to Eiric on the beach located on the other side of the island.

OBJECTIVE:

- Find Eiric.

Eiric

Find the path that winds roughly northward, and set off toward the beach Bergthora mentioned. Beware of endriaga in the heath along the way. As you descend down the slope, you hear shouts of help—a man is marooned on a rock with drowners prowling the beach. Bring out your blade and dismember all three of them. Climbing down from his perch, he mutters about the "muire d'yaebler" (the islanders' name for drowners). Despite your heroic actions, Eiric isn't about to reveal where an Craite's daughter is. You can:

- Tell him you're worried or have the jarl's blessing.
- (Axii Delusion Level 2) Or befuddle Eiric into telling you.

Eventually, you pry the information that she went to Udalryk's old family home, yonder on the hill.

A HOUSE OF DARK TORMENT

OBJECTIVE:

- Look for Cerys in the abandoned home using your Witcher Senses.

Cerys an Craite

The hill in question is roughly southwest of your current beach location. A direct climb up the sheer rock cliffs is difficult and dangerous, so take the path back towards Svorlag before heading southwest up a series of precarious cliff ledges partly covered in snow. Pass a small stone hut to reach the house where Udalryk lived with his parents as a boy. Enter via either of the doors.

An ill atmosphere has taken hold of this place. Use your Witcher Senses to uncover some fresh footprints that could belong to Cerys. Follow them around the corner to see her passed out on the wooden floor. You gather her up and she wakes with a terrible head pain. She was hit on the head, didn't find the sword she was searching for, but still isn't leaving.

She tells you the sword is named Brokvar, the ancestral sword of Udalryk's clan. She needs it to lift the curse. She tells you the story of Udalryk and his brother Aki, who was given the sword despite Udalryk being the first-born son. Aki was killed during a fishing expedition, and Cerys reckons his ghost haunts this place. Though you don't necessarily agree with this hypothesis, you agree to help Cerys locate this blade.

OBJECTIVES:

- Find the sword named Brokvar.
- Tell Cerys you found the sword.

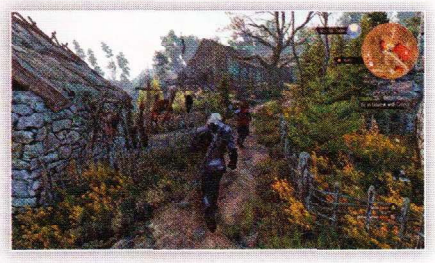
Enter the Abandoned House again, and inspect the middle bedroom. Something glittering catches your eye; it is a key to the cellar. Take it, and return to the main chamber with the fireplace. Head to the north corner and unlock the trapdoor here. Descend down the ladder into the stone cellar, and look for the table in the middle of the wall with the heirloom sword on it. Then head back up the ladder, and onto the large wooden deck outside where Cerys is waiting for you. Inform her your search was successful. ou can now pay Udalryk a visit.

ITEMS: Quest Items: Key to Cellar, Brokvar

AN EYE FOR AN AKI

OBJECTIVE:

- Go to Udalruk with Cerys.



Follow Cerys down the mountain and into Svorlag, speaking to her along the way about Yennefer and a past falling out with Crach an Craite. Head back to the Jarl's longhouse. Udalryk is outside, nursing an arm wound, and Hjort is convincing him the fresh air is helpful to his demeanor. Udalryk doesn't know who you both are, telling you he hears the voices of the gods. Converse as you wish. You hypothesize that the voices are connected to Aki, and if the sword was returned to his brother, they would stop. Aki's remains lie off the shores of the island, in a treacherous area of waters. You agree to place the sword near the bones of Aki; you'll recognize them by the family ring the skeleton still wears.

OBJECTIVE:

- Place Brokvar near Aki's bones.
- Return to Udalryk.

Run or swim southeast along the shore, to the small sandbank and islands at the mouth of the harbor. Three drowners are here to greet you close to the largest of the tiny islands, with a chest and dashed fishing boat on it. Slay the enemies, then take a plunge into the objective area. Look for the bones slightly northeast of the center of the area, optionally using your Witcher Senses to spot the pile of bones near a curved wooden plank and two angled rock formations. Despite the buffeting current, swim to the bones and interact with the corpse, placing the sword there.

Surface and quickly swim to the nearest tiny island so you can deal with any sirens that may have been attracted to your antics (expect three). You don't believe this has solved the curse; an idea proved correct when you return to the jarl's longhouse to find Udalryk has poked his own eye out to appease the gods.

Converse with Udalryk, asking any and every question available. Once he's answered, you learn that the "gods" that command him speak from the shadows. You take Cerys to a guest chamber, and tell her that you believe Udalryk is being tortured by a "hym," a dangerous post-Conjunction creature that latches onto men who commit vile deeds. Speak with Cerys as you wish; revealing that the creature can be defeated via trickery or slaughter. Cerys favors the former, as Udalryk must be present for the fight, and might not survive. ou favor the latter, as it involves killing something nasty with your swords.

- **Choose trickery.**
- **Choose slaughter.**

You have the option to change your mind when you head back to the Abandoned House. Agree to meet Cerys at the house if you wish to prepare for this battle, or head there immediately if you want to complete this now.

DARK ILLUSIONS

OBJECTIVES:

- Meet Cerys in Udalryk's old home.
- Search the house and find a way to drive off the hym.

Revisit the Abandoned House, and begin to search it thoroughly, using your Witcher Senses as you move from room to room.

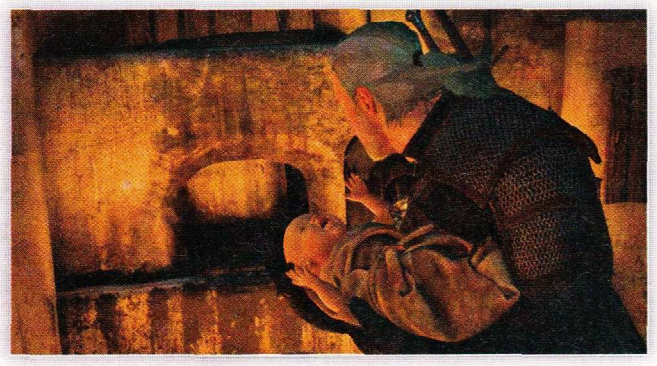
- The main room fireplace has solid craftsmanship.
- The middle bedroom has Ciri lying face down on the bed! But this illusion is quickly dispelled, and the Hym must be scared to attempt to thwart him.
- The middle bedroom has a broken mirror—Udalryk must have been frightened of seeing the creature manifest behind him. It also is missing part of the wall, leading to a large chasm which looks dangerous.
- The far bedroom has an old cradle which must have belonged to Udalryk or Aki.

Cerys walks out and calls you. At this point, speaking with Cerys reveals she has a great idea to rid Udalryk of the Hym, but for the ruse to work, she isn't able to tell you about it. At this point, you can make a final decision: To trust Cerys or to try the fighting option.

TRICKERY: THROW THE BABY OUT WITH THE KINDLING

OBJECTIVE:

- Defeat Udalryk's warriors.



You wake from a slight doze near the stove to the sounds of footsteps running towards the house. Cerys bolts through the door carrying a baby in her arms. A moment later, Udalryk and his men burst through the door.

She throws the baby at you (as shown), yelling for you to toss the infant in the stove! Has Cerys taken leave of her senses too?! You can:

- **Refuse, and the quest changes to the "Slaughter" option. The planning stage doesn't occur at the longhouse though. You figure everything out on the terrace of the Abandoned House.**
- **Comply, throw the baby into the fireplace, shut the door, and drag a screaming Udalryk back from rescuing the toasting bairn. Draw your weapon, and fight Udalryk's men. After defeating them, Udalryk tries in vain to open the stove door. At this moment, the Hym looms out of the shadows (as shown). Cerys now appears with the child gathered in her arms—she had cunningly pulled it out of the stove using the back door behind the oven. Having been tricked, the Hym is forced to depart.**

SLAUGHTER: YOU AND HYM

OBJECTIVES:

- Bring torches from the storage shed.
- Place the torches around the abandoned home (4).
- When you're ready, talk to Udalryk.
- Light the torches. Kill the Hym.

You walk back to the Jarl's longhouse with Cerys, and speak with Udalryk and Hjort, explaining that they are being tormented by a Hym, which must be forced out of the darkness. Udalryk must return to his abandoned family home, spend the night in the Hym's lair, and you gather some torches (from the outside storage shed) to lighten the ominous nature of the place. Return to the Abandoned House; Cerys and Udalryk are waiting for you there.

Place four torches inside the Abandoned House at the indicated locations. Return to Udalryk and tell him everything is ready. Udalryk's mettle returns, and he tells you this born and bred Skelliger is ready for battle! You tell Udalryk to instead think more pleasant thoughts or the Hym may drag him into feelings of guilt and despair.

Enter the house, light the torches to summon the Hym, and begin the fight. Focus your attacks on the Hym, ignoring Udalryk's panicked screaming. When Udalryk flees out of the main room, the Hym disappears. Use Axii to mentally calm Udalryk during these moments of insanity. When Udalryk returns to the room, the Hym reappears. After whittling the Hym's health down to around one quarter, it disappears from view. You realize it has retreated deeper into its lair; take the ladder down into the stone cellar and finish the foe. After the Hym is slain, lead Udalryk out of the house.

VULNERABILITIES: DEALING WITH DARKNESS

The Hym is an evil spirit with a variety of attacks and a few weaknesses to exploit. Find these out in the Bestiary.

ITEMS: Bomb: Silver Dust, Oil: Specter, Sign: Igni

END: OUT OF THE SHADOWS

OBJECTIVE:

- Tell Udalryk it's all over.

You speak to Udalryk and tell him he will be tormented no longer. The voices in his head were caused by the Hym. Udalryk is still very confused, but you reassure Cerys (who is staying with Udalryk) that his mental strength will return. You depart on most friendly terms with Cerys, who has proved her worth as a warrior and a tactician. The quest now concludes.

ITEM: Magic Item: Crystalized Essence

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: KING'S GAMBIT

Related Quests: Secondary Quest: The Lord of Undvik; Secondary Quest: Possession; Secondary Quest: Coronation
Locations: Kaer Trolde Keep, Fornhala
Characters: Arnvald, Hjalmar an Craite, Cerys an Craite, Steingrim, Birna Bran, Crach an Craite, Halbjorn Black Hand, Holger Black Hand, Hjort, Madman Lugos, Donar an Hindar, Svanrige Bran
Enemies: Bears, Seamen, Halgrim, Artis

QUESTING DECISIONS

With your help, both Hjalmar and Cerys defied death, and improved their chances in the race for Skellige's throne. This quest becomes available automatically, once both Main Quests: The Lord of Undvik and Echoes of the Past are completed. It is optional.

- **During Main Quest: Destination Skellige, if you killed Steingrim (the first islander, who found you washed up on the beach), you have no interactions with him at the feast hall.**

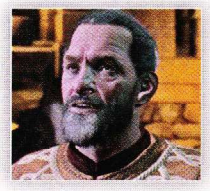
THE TIME TO ACT IS NOW!

If you don't attempt this quest, and continue your adventuring to the point where Act III: Battle Preparations begins, Svanrige Bran becomes King of Skellige. The Craite Clan never recovers.

AT A GOOD FEAST, MEAD AND BLOOD FLOW IN EQUAL MEASURE

OBJECTIVES

- Report to Crach an Craite to collect your reward.
- Nearest Signpost: Bridge to Kaer Trolde.



Arnvald

Cerys an Craite

Hjalmar an Craite

You are summoned to a great feast held by Crach an Craite in which mead would flow, and the achievements of his son and daughter would sway those islanders still undecided on who to crown the new ruler of Ard Skellig. Cross the bridge to Kaer Trolde Keep, where you are met by Arnvald. Normally the doors to the Keep would be closed during this ceremony, but Crach has made an exception; you are considered a son of Skellige! Head into the Keep, and down to the feast hall.

Arnvald tells you this hasn't the backbiting gossip of a Continental banquet: You see Cerys and Hjalmar arguing over their right to the throne. After politely refusing the chance at "some fisticuffs with the Vildkaarls" with Hjalmar, Arnvald requests you head to Crach's chambers.

Take a walk through the banquet hall, at a brisk or leisurely pace:

- There are discussions to overhear, about adventures, politics, Cerys and Hjalmar's feats, and other natterings.

- **The formidable Steingrimm is also here (if you didn't kill him during Main Quest: Destination Skellige). While talking to him with Yennefer, he offends her; you can react by leaving him be, challenging him to another fistfight, or slaughtering him with a sword.**

- There are bards and lute-players singing songs praising both Cerys and Hjalmar.

- You also have the opportunity to talk to Hjalmar again (he's very keen on some fisticuffs). You can bet with Hjalmar that you can beat a Vildkaarl; the winner receives a sword from the loser, so be sure you have an additional weapon handy!

- You also can speak to Cerys in the middle of the hall, who is simmering with rage, but proud of how she helped Udalryk.

Exit the feast hall, heading down the steps and you meet Birna coming out of Crach's chamber. She's in a foul mood, offended by the bartering for the title of king, especially as her kin Svanrige hasn't a chance at the throne. She aims to leave Kaer Trolde tomorrow at daybreak. Now enter Crach's chamber. He greets you warmly. Speak to him about his hospitality, his children, and Birna if you wish. Then ask about your reward. You are given a prized sword. In the middle of explaining the heirloom, you are drawn to a commotion upstairs. Hjalmar isn't the cause this time…

Birna Bran

Crach an Craite

ITEM: **Sword: Glory of the North**

FEAST OF THE BEARS

OBJECTIVE:

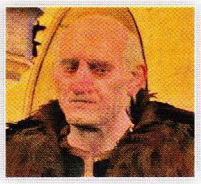
- Defeat the bears.

Race to the feast hall and a scene of bloodletting and chaos. Four gigantic bears are loose in the chamber, and are devouring soldiers and guests alike. Spring into action, and immediately battle the nearest bear, before rushing to the aid of the Skelligers still tackling the three other hairy behemoths.

Panic reigns. Halbjorn, son of Jarl Holger, howls as he succumbs to his wounds. Holger tries to revive him, but Hjort (Jarl Udalryk's seer) declares him dead. There is pushing and shoving. Madman Lugos accuses Crach of being responsible for the bears. Hjalmar takes this as an insult to his family. Crach and Lugos are about to come to blows when Jarl Donar simmers the tension and calls everyone to order. Crach is to find those responsible, and kill them, else his clan will be cursed for a hundred generations. Speak to Crach now, asking what you wish, as he orders Hjalmar and Cerys to investigate.

Halbjorn, son of Holge

Jarl Holger Black Hand

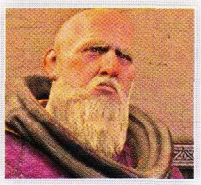


Hjort

Stop for a moment to decide who you wish to partner with:

- **"I'll help you, Cerys": You help Crach's daughter.**

- **"Going with Hjalmar": You help Crach's son.**



Jarl "Madman" Lugos

Jarl Donar an Hindar

- **Or refuse to help anyone at all, stall the quest, and ignore the rest of the an Craite quests.**

You may only choose one, and it influences the rest of his quest, and your adventure!

SURREPTITIOUS CERYS: CELLAR SMELLS WHERE A TRAITOR DWELLS

OBJECTIVES:

- Examine the crime scene using your Witcher Senses.
- Examine the traces of wine around the crime scene.
- Find the source of the scent.

While Hjalmar races off to kill some Vildkaarl beserkers, you take a more measured approach with Cerys in the feast hall. Ask her who died (many; only her, Hjalmar and Svarige have claim to the throne), and what happened before the massacre. Then look around, using your Witcher Senses:

- One corpse has fang and claw marks, and broken bones. It is difficult to say what killed him. There are other corpses to examine, too.

Head over to one of the bears, and examine it:

- (The Head) A bear's head, but a short tongue like a human's. The mouth smells of alcohol and earth.
- (The Torso) Under the fur is a tattoo in the shape of a paw.
- (The Limbs) Evidence of a sutured old scar.

This is a half-man, half-bear. But what caused the transformation? The mead is a clue; you should check the horns, tankards, and bowls.

- Mead horns are empty.
- A bowl has the whiff of… mushrooms?
- Another bowl—one at each table—contains mead and only mead.

The scent of mead and something earthy fills your nostrils. Head north to the open door, and examine the small table to the left of it. You call over Cerys, who confirms you are dealing with werebears—known colloquially as beserkers. You reveal the beserkers' mead was spiked with what you think is blood. Cerys suggests Hjort might be able to help.

OBJECTIVE:

- Ask Hjort to have a look at the mead sample.

Head east from the feast hall, onto the exterior battlements where the remaining Jarls are raising their voices about what happened. Listen and speak to them too, if you wish. Hjort is praying to Freya. Interrupt him, and hand him the mead horn. He immediately recognizes the smell as the mushroom "mardroeme" (or "psilocybe"). It causes hallucinations in humans, and eases pain in small doses. But how was it slipped into the wine? Away from the feast in the cellars; that's where!

OBJECTIVES:

- Follow Cerys to the cellar.
- Examine the cellar.
- Examine the mead in the open barrels.
- Flee from the burning cellar.

Dash after Cerys through the feast hall to the entrance, across to the north corner exit, down past the smithy, into a series of descending corridors that end at the cellar entrance to the south. Cerys wants to show you where the poisons are kept. She walks to some steps, and down to a lower area of the cellar. Cerys reckons the stench is revolting, but it's from some Mahakaman spirit. Use your Witcher Senses to inspect the various barrels until you reach the one in the southeast corner that looks different. This is the brew that caused the berserkers' transformation. Someone tosses a torch into the cellar, and the high-proof spirit goes up in flames. There's no way back. Only into a secret passage on the northeast corner of the cellar, blocked by barrels. Use Aard to destroy the barrel blockage and sprint into the tunnels.

SURREPTITIOUS CERYS: BRAN-DISHING EVIDENCE

OBJECTIVES:

- Follow Cerys through the tunnel.
- Look for tracks around the cellar door using your Witcher Senses.
- Follow the footprints.
- Look around for a clue.
- Catch Arnvald.

Follow Cerys and emerge from the tunnels without incident. You decide to revisit the cellar entrance to look for evidence of the culprit.

Head south up the steps, and examine a set of footprints (using your Witcher Senses) at the cellar door. Someone walked through spilled mead. Now turn and follow the footprints up the main stairs back up towards the smithy. On a landing, examine a wall torch: There is a scrap of cloth on it. Cerys is shocked; only Arnvald wears this fabric! Race up and out of the cellar corridor, across the exterior battlements and smithy, and up into the Keep entrance. You see Arnvald leap on a horse and race off.

OBJECTIVES:

- Chase Arnvald.
- Save Arnvald.
- Search Arnvald's body.
- Search for evidence in Arnvald's room.

Arnvald's guilt is unquestionable, but bringing him to justice is tricky. Gallop after him, following the route down the cliff path and tunnel, out of Kaer Trolde, and along the road heading roughly south. He bears right twice; first at the parked caravans, and second at the fork in the road, and heads directly to a group of bandit seamen; wearing Clan Tuirseach colors and waiting for him at the beach. You can end the chase in a number of ways:

- (Crossbow) While riding, produce your crossbow and knock Arnvald off his horse. You're commended by Cerys, and Arnvald is usually alive.
- (Aard or Igni) While riding, use either Aard or Igni to remove Arnvald from his steed. Cerys is impressed, and Arnvald is usually alive.
- (Beach Fight) Should Arnvald reach the beach, he is expecting to be smuggled out of Ard Skellig by these seafarers loyal to his cause. But you can never trust these bandits; Arnvald's usefulness has expired, and they attack him. Battle five of them, moving to Arnvald's proximity and drawing attacks away from him. If you don't, he is easily slain.
- (Losing the Trail) If you aren't quick enough in tailing Arnvald, head towards the beach area in your own time. You discover Arnvald's corpse on the sand.

After the tumble from his horse, or bandit fight, Arnvald is either dead or alive:

- (Arnvald is alive) He moans on at his hatred towards the an Craites, but agrees to implicate Birna Bran and the berserkers at a trial.
- (Arnvald is dead) Cerys is shocked at the betrayal. You decide to search Arnvald's corpse, and find a small key. Cerys sees the tartans the bandits where wearing, but you tell her not to jump to conclusions.

ITEM: Quest Item: Arnvald's Key

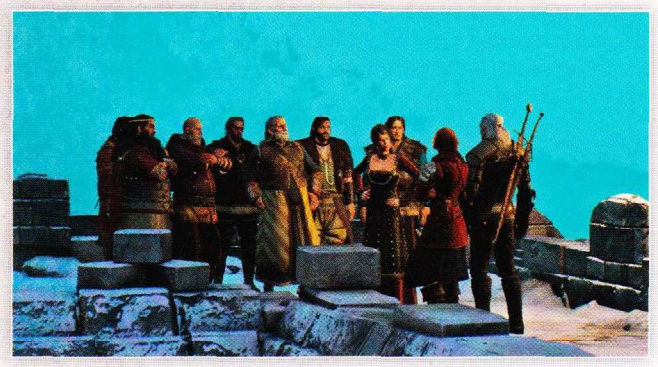
Back at Kaer Trolde Keep, use your Witcher Senses to thoroughly search Arnvald's room:

- There are strewn clothese everywhere, and a missing shoe.
- The other shoe is under a small table. Check inside the shoe for another key.

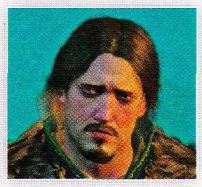
ITEM: Quest Item: Key to Arnvald's Chest

Close to his bed is an envelope with a particular smell attached to it. Follow the scent to a hidden compartment in the northeast corner of the room. Use the key to unlock it; inside is a letter. The perfume is Birna's! The letter isn't signed, but the evidence is enough. Read on to "Cerys' Conclusion", below.

CERYS' CONCLUSION: WHOSE HAND DOES THE BLOOD STAIN?



Jarl Donar an Hindar calls a meeting of the Jarls together. Lady Bran is accused by Cerys. Birna is indignant and refutes the accusation.



Svanrige Bran

- **(Arnvald is alive) He is summoned and testifies against Birna Bran.**
- **(Arnvald is dead) Cerys explains how Arnvald acted on behalf of Bran.**

Birna scoffs at such accusations until you produce the letter from Birna to Arnvald. This still isn't enough for the Jarls, and they are about to retire and seek punishment against the an Craites when Birna's son Svanrige turns against his mother! Birna is furious and dismayed, but Jarl Donar orders her chained to a rock to perish of hunger and thirst, with sea fowl pecking apart her remains. Svanrige will be banished.

HEADSTRONG HJALMAR: BRIMMING WITH BESTIALITY AND BARBARISM

OBJECTIVES:

- Explore the Vildkaarls' village using your Witcher Senses.
- Use your Witcher Senses to examine the place Hjalmar pointed out.
- Follow the scent using your Witcher Senses.
- Follow the footprints.

Hjalmar knew you wouldn't turn down an adventure! He rides to Fornhala at a gallop. This is the village of the Vildkaarls. You arrive there automatically (the village is in southwest Ard Skellig). Question Hjalmar about this tribe, and he tells you he suspects they are warriors that transform into bears.

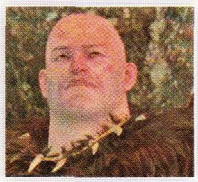
He seeks vengeance. You can point out that taking one alive would be beneficial, but Hjalmar insists witnesses and trials aren't needed for justice in the isles. Uncover the following:

- Head up the hill and Hjalmar points out a corpse near some kind of candle-lit shrine. Along the way, discover dead bodies, blood stains, massacred corpses, but no women or children in the village.
- At the shrine, you discover clothing from six men. There's a corpse from a man not part of the Vildkaarls. A bowl with an odd smelling substance inside, like incense or bear bait.
- The shrine has carved runes in the language of Hjalmar's forefathers. It is a dedication to Svalblod. A deity who demanded human sacrifices.
- A wafting scent from above. Follow it up more steps; there's evidence of blood and bile, a slumped body with a broken neck, and a body still warm.

The trail ends at a longhouse atop the hill. Head inside, and discover dried mushrooms; a variety called psilocybe. There's also trapdoor under a bearskin rug. Classic.

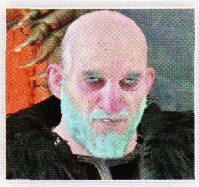
OBJECTIVES:

- Explore the cave.
- Defeat Halgrim.
- Venture further into the cave.
- Interrogate the druid.
- Defeat the druid and the berserkers.



Halgrim

Descend the ladder, and explore an entrance cave leading into a larger cavern, where you are met by a hulking great Skelliger named Halgrim. He scoffs at the "weak bloods," and although they didn't set out to start a massacre at Kaer Trolde, they bear no guilt. Hjalmar quickly grows weary of the conversation, and charges in to attack. Face Halgrim, tackling him with your steel sword until he stops and tranforms into a massive bear. They bring down the hairy animal using your silver sword.



Artis

There are more voices further into the caves. Hjalmar isn't taking your advice, so progress deeper into the tunnel, heading south to a second cavern. You watch as a group of three Vildkaarls take a mushroom from a druid's bowl. A shocking transformation takes place. After the ritual, head into the chamber and speak to Artis the druid. As expected, the conversation turns to violence. Back Hjalmar up and slay the druid, including any bears he summons (he brings one at a time, so concentrate on defeating him unless you wish a constant incursion of bears). Afterwards, you discover a letter on the druid's body. It seems Artis was to become advisor to the new king of Ard Skellig. But the letter isn't signed. Hjalmar decides to return to Kaer Trolde and inform the Jarls.

HJALMAR'S CONCLUSION: WASHING AWAY DISGRACE WITH THE BLOOD OF FOES

- **Jarl Donar an Hindar calls a meeting of the Jarls together. Hjalmar offers a perfunctory explanation regarding the Vildkaarls' responsibility. Madman Lugos *isn't impressed. You step in and vouch for Hjalmar. You also hand over the letter* you discovered as evidence of a conspiracy. Lady Bran mentions the culprits haven't been identified. But Jarl Donar has heard enough. Hjalmar has cleansed his clan's name through bloodshed.**

END: AN INVITATION TO A CORONATION

The quest concludes with you and Crach talking about who will be crowed the new ruler of Ard Skellig. The coronation is about to begin. Join them immediately, or later. Either way, Secondary Quest: Coronation becomes available.

SECONDARY QUEST: CORONATION

Related Quests: Main Quest: King's Gambit, Secondary Quest: Brothers in Arms: Skellige
Locations: Gedyneith
Characters: Cerys an Craite, Hjalmar an Craite, Crach an Craite, Hjort, Udalryk, Donar, Madman Lugos, Holgar
Enemies: None

QUESTING DECISIONS

This quest begins automatically after the conclusion of Main Quest: King's Gambit. It is purely optional.

- **If you helped Cerys during Secondary Quest: King's Gambit, she is crowned Queen of Ard Skellig.**
- **If you helped Hjalmar during Secondary Quest: King's Gambit, he is crowned King of Ard Skellig.**
- **If you ignored this line of quests, didn't help either Cerys or Hjalmar during Secondary Quests: The Lord of Undvik or Possession, you cannot complete this quest, and Svanrige Bran is crowned King of Ard Skellig.**
- **The druid Ermion is present at this coronation only if you completed Main Quest: Echoes of the Past.**
- **If you start this quest during Act II, during Secondary Quest: Brothers in Arms: Skellige, you can request Clan an Craite's help under the sacred oak, after the coronation.**

WE ARE SKELLIGE!!

OBJECTIVES:

- Attend the coronation under the sacred oak.
- Nearest Signpost: Gedyneith.

Head to the sacred oak of Gedyneith. The coronation starts under the branches of this venerable oak. Jarl Donar declares an end to the mourning, and welcomes a new ruler of Ard Skellig, commanding power over all the isles of Skellige.

QUEST CONCLUSION: ALL HAIL QUEEN CERYS!

- **Cerys thanks those that stood by her side and pledges to be a good queen, seeking peace and prosperity for all. Jarl Udalryk peers up at her proudly (with his one good eye).**

Queen Cerys an Craite

After her speech, you can speak to Hjalmar, who is a little dejected, but secretly proud of his sister. He's happy to show up Madman Lugos though.

Speak to Queen Cerys, and she tells you she plans to rule by listening, learning, and listening again. This measured approach should unite the clans, and although she'd prefer to avoid war, they will repel Nilfgaard together.

QUEST CONCLUSION: ALL HAIL KING HJALMAR!

- **Hjalmar knows many here have long awaited this day; with fist raised, he pledges to strike at Nilfgaard. The crowd seems divided on the merits of this rather impetuous plan.**

King Hjalmar an Craite

After his speech, you can speak to Cerys, who is prideful of her charismatic brother. They share the same blood which is what really matters.

Speak to King Hjalmar, and he tells you he'd rather have beat a bugger like Blueboy Lugos instead of his sister. He vows to go at the Black Ones, and grind them to dust. They will be driven south, limping and wailing.

A PROUD FATHER

Finally, speak with Crach, who is almost bursting with pride. He will always be loyal to Cerys and Hjalmar. Feel free to speak to Jarl Donar, Udalryk, and Hjort too. Listen to Holger, and other islanders' mutterings if you wish. The Skelligers celebrate with a bonfire and crackling pig. The quest concludes.

CRITICAL PATH QUESTS:

ACT II: THE GREAT BATTLE

In which a homunculus holds the key to Ciri's whereabouts, and old friends from Kaer Morhen agree to aid you as the forces of the Wild Hunt close in from all sides. Alliances previously made are tested, and favors are returned. The White Frost approaches. The fortifications of the old keep are reinforced, as the finest warriors and sorceresses assemble. Will that be enough?

DANGER ALERT SPOILER ALERT

MAIN QUEST: UGLY BABY

Related Quests: Main Quest: Family Matters, Main Quest: The Ladies of the Wood; Main Quest: Nameless; Main Quest: The Play's the Thing, Main Quest: Disturbance, Main Quest: To Bait a Forktail..., Main Quest: The Final Trial;, Main Quest: No Place Like Home; Main Quest: Va Fail Elaine
Locations: Crow's Perch (Velen), Vizima Royal Castle, Kaer Morhen
Characters: Uma, Nilfgaardian Cavalry, Emhyr var Emreis, Yennefer of Vengerberg, Vesemir
Enemies: None

UMAMMA!

OBJECTIVES:

- Tell the stable guard that you are taking Uma.
- Collect Uma.
- Nearest Signpost: Crow's Perch.

QUESTING DECISIONS

This quest begins automatically only after the following Main Quests have been completed: Main Quest: Family Matters, Main Quest: The Ladies of the Wood; Main Quest: Nameless; and Main Quest: The Play's the Thing.

- **If you completed Secondary Quest: Last Wish, and told Yennefer you wanted to be with her, then you have additional romance options during Main Quest: No Place Like Home.**

Main Quest: Ugly Baby is a tracking quest that occurs throughout the entirety of all the Sister Quests listed previously. It simply tracks when each of them are completed.

Return to Crow's Perch in Velen.

Uma (Ugliest Man Alive)

- **If you haven't completed Main Quest: Family Matters, you must head to the Baron's study, and tell him that obtaining Uma may be the key to finding Ciri. You are directed to the stables.**
- **If you have completed Main Quest: Family Matters, you head to Crow's Perch and speak with the sergeant who took over the Baron's position in the castle. He directs you to the stables.**

Head to the upper courtyard where the stablemaster resides. Tell him (in no uncertain terms) that you're here for Uma. This occurs without incident. You coax the malformed little man towards your horse Roach, grab him by the scruff of the neck, and ride off.

You are stopped while riding through a Velen forest by a group of Nilfgaardian cavalrymen. It appears the emperor is displeased with you, and requires you ride to Vizima. You oblige.

NOT AN EXCHANGE OF COURTESIES

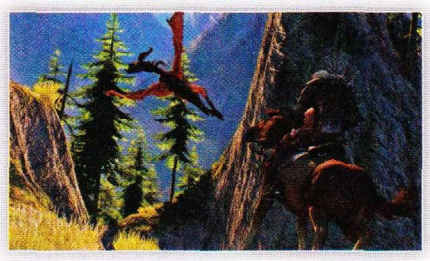
Emperor Emhyr var Emreis

You arrive at Vizima, where the emperor is finishing a plan of attack with General Voohris. After dismissing him, Yennefer enters the emperor's chamber, and he orders you to report. Answer how you wish (a flippant approach leads to the emperor threatening to call his guards). You tell him Uma is the key to finding Ciri. When he demands more answers, tell him about your adventurers, and then that Uma might actually be his daughter in a cursed form. Emhyr asks if the curse can be lifted, and Yennefer attempts to utter the curse, with no effect on Uma. You're given half your prize, with the other 2,000 crowns when Ciri is returned. You can tell the emperor you don't intend to bring Ciri back, or agree. The emperor leaves.

ITEM: Crowns: 2,000

You take a moment to speak with Yennefer, pondering how the curse can be lifted. Yennefer tells you it must be done at Kaer Morhen, but she cannot teleport you both. You seem happy to ride there. Your conversations with Yennefer are fraught.

ORDERS FROM VENGERBERG



Vesemir

You arrive in Kaer Morhen, and Vesemir welcomes you home. He looks Uma up and down, and agrees with Yennefer. This is one ugly homunculus. Yennefer is already here (Vesemir remarks she could do with some manners), and he rattles off the jobs she's ordered the rest of the Witchers to undertake: Eskel is hunting Forktails for their ingredients. Lambert is preparing to fill a phylactery with elemental energy. Yennefer herself is assembling a megascope. You can defend her, or agree that she's up to something suspicious.

- **You can comment on Yennefer throwing a bed from the window (ask Vesemir about this on a subsequent occasion during this quest, and he mentions Triss always liked that bed—which might be why it was dashed on the battlements below!). You can also head to the main courtyard in Kaer Morhen (left from the main entrance), and locate the remains of the bed Yennefer threw away. Use your Witcher Senses to find one of Triss' earrings. Take it and you can give it to Triss when you see her next.**

This quest now concludes, and three other quests open up under the Main Quest: Ugly Baby.

DECISIONS, DECISIONS

Main Quest: Ugly Baby is simply a tracking quest, updating Main Quests: Disturbance, To Bait a Forktail..., and The Last Trial. It also continues after all three of these conclude. You may now begin any of the three quests in any order. Start by crossing the ruined battlements, and entering the fortress interior first.

MAIN QUEST: DISTURBANCE

Characters: Yennefer of Vengerberg, Vesemir, Uma
Enemies: None
Recommended Items: Potestaquisitor (given during quest)

THE POTESTAQUISITOR INQUISITOR

OBJECTIVES (UGLY BABY):

- Help Yennefer fix the megascope.
- (Disturbance): Find and help Yennefer.

Enter the main fortress interior of Kaer Morhen, and head to the southeast tower through the banqueting hall. Up the large spiral steps, you eventually reach a large circular room and Yennefer exploding both magically and verbally. It seems her megascope is extremely broken. Speak to her how you wish, as she explains her frustration with the other witchers. She tells you she will reveal all in time. You can:

Yennefer of Vengerberg

- Ask what she needs you to do, which continues the quest.
- Tell her you heard what she did with the bed (toss it out of a window), and she fumes about you and Triss being together. You may either apologize or pretend you had memory loss, resulting in a further angry outburst, and Yennefer tiring of the conversation by teleporting you over the lake at the foot of the mountain! After a swim and trek back up to the fortress, you can continue this (or any other active) quest.

Your tasks are to help both Eskel and Lambert, but also attend to the broken megascope. Yennefer reckons an energy source nearby is generating disturbances, and must be neutralized. She needs to contact a sorceress urgently, and hands you an odd-looking contraption known as a potestaquisitor. You must use it to find the energy source.

ITEM: Quest Item: Potestaquisitor

SCOPING OUT SOME INTERFERENCE

OBJECTIVE:

- Find the source of the magical disturbance using the potestaquisitor.

Be sure your potestaquisitor is a selected item, which you can whip out manually at any time. Then begin your search for this strange energy concentration. Head down the stairs, back into the grand hall, close to where Lambert is tinkering. Begin your sweep with the potestaquisitor at this point, moving towards Vesemir and Uma.

UMA? UMA. THOUGHT SO.

Vesemir and Uma have moved into the grand hall as well, and you can have an optional, and completely meaningless conversation with the cursed specimen. Talk of Ciri, universals existing as real and distinct entities, and other posits are answered with one-word, gargled variations on "Uma!"

Just to the left of Vesemir is a large steel cage, and to the left of that are a stack of old crates. The energy seems to be coming from these boxes—inspect them, then ask Vesemir what's in them. Dimeritium bombs. Vesemir offers to remove them while you have a one-sided talk with Uma.

QUEST CONCLUSION: A SORCERESS SPEAKS

OBJECTIVE:

- Let Yennefer know you removed the source of the disturbance.

Ida Emean (via Megascope)

Return to Yennefer, explaining the interference issue has been solved. She summons her sorceress friend Ida Emean to talk about the elvish curse Uma seems to be suffering from. Ida is taken aback as she has only heard about this curse in legends. Ida offers advice on lifting the curse, and tells you that Ciri's blood is likely to be needed to stop an impending end of worlds. Answer how you wish, offering more measured responses if you're on better emotional terms with Yennefer. After a short history lesson about the Migration, this quest concludes. If you've already completed the two other quests (with Eskel and Lambert), Main Quest: No Place Like Home begins.

MAIN QUEST: TO BAIT A FORKTAIL...

Locations: Kaer Morhen, Old Training Folly, Forktail Lair
Characters: Eskel, Scorpion
Enemies: Forktail

THE NOSE KNOWS

OBJECTIVES (UGLY BABY):

- Find Eskel and help him hunt the forktail.
- (To Bait a Forktail...): Search for Eskel's tracks near the entrance to Kaer Morhen.
- Follow the tracks left by Eskel's horse.
- Examine the area around Eskel's horse for tracks using your Witcher Senses.

Exit Kaer Morhen, and examine some hoofprints at the south gate using your Witcher Senses. Whistle for Roach, and follow the horse tracks down the road to the river. Cross the ford heading south, and up the hill, before peeling off to the left (southeast) to an old training folly and treasure chest. A little further up the grassy hill is Eskel's horse, named Scorpion, standing by a small camp. Inspect the bottles if you wish. Then search the vicinity for Eskel's footprints, and those of a goat.

OBJECTIVES:

- Follow Eskel's tracks.
- Look around for more tracks left by Eskel.
- Follow the smell.
- Follow Eskel's footprints using your Witcher Senses.

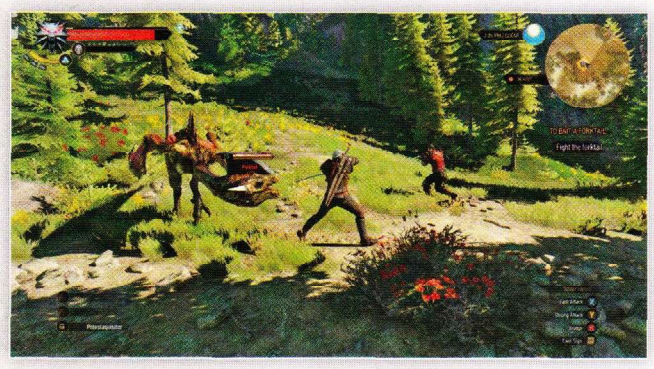
Eskel

Follow the path roughly southward from the camp, checking periodically as you view the tracks in front of you. They stop almost immediately, but inspect *a nearby fir tree to find evidence of a goat rubbing itself against the bark.* Track the smell along the path that winds up the steep mountain. You pick up Eskel's prints again, and the soft bleating of his goat. It is tied to a stake in an open grassy promontory to the northeast. Eskel appears, quoting from Adalbert's book, and greet you warmly. Continue your friendly banter (answer how you wish) until Eskel hears the sounds of an incoming forktail.

OBJECTIVES:

- Fight the forktail.
- Chase the forktail.
- Follow the forktail's blood using your Witcher Senses.
- Find and kill the forktail.

A forktail lands close to the goat, and you must both tackle it in combat. After it loses around a third of its health, it manages to get airborne. Optionally plug it with a couple of crossbow bolts, before watching it disappear up a steep mountain gully. Sprint up this gully (heading roughly southeast), climbing a couple of rock ledges as you talk to Eskel.



FORKTAIL VULNERABILITIES

Need help clipping the wings of this airborne beast? Consult the Bestiary entry on forktails.

Potion: Golden Oriole

Bomb: Grapeshot

Oil: Draconid

Sign: Aard

When you reach the crest in the gully, start descending slowly and use your Witcher Senses to pick out the following:

- Splashes of forktail blood.
- A set of prints and blood on a grassy ledge. This leads into a narrow tunnel—the forktail's lair.

Head inside, following more splatters of blood, and following the rough tunnel up a natural slope, and around to where the forktail is nursing its wounds. Time to finish it off!

QUEST CONCLUSION: A GALLOP BACK TO KAER MORHEN

OBJECTIVES:

- Return to Kaer Morhen.
- (Optional) Beat Eskel back to Kaer Morhen.

After the beast is slain, Eskel instructs you on the method of retrieving the spinal fluid. Answer how you wish, even when the conversation turns to Yennefer's trust issues. Then gather the fluid and depart. Once outside the forktail's lair, Eskel challenges you to a race. You can:

- Accept, and make well-timed use of Roach's gallop and follow the main path down the mountain (northwest), then north along and across the river, and up and around to the south gate of the castle. Stop galloping just after the river ford, then gallop again a few seconds later, and you should beat Eskel, and *more than bragging rights are available if you win.*

➤ **Win the horse race to receive additional XP and alchemy recipes.**

➤ **Decline, and make your way back to Kaer Morhen in your own time.**

After you reach the south gates of Kaer Morhen, this quest concludes. If you've already completed the two other quests (with Yennefer and Lambert), Main Quest: No Place Like Home begins.

ITEM: Quest Item: Forktail Spinal Fluid

DANGER ALERT SPOILER ALERT XXX

MAIN QUEST: THE FINAL TRIAL

Locations: Kaer Morhen, The Boathouse, Old Speartip's Cave, Circle of Elements
Characters: Lambert
Enemies: Harpies, Drowners, Water Hag, Bilge Hag, Harpies, Foglets, Old Speartip (Cyclops), Rock Trolls
Recommended Items: Phylactery (given during quest)

NO WALK IN THE PARK

OBJECTIVE (UGLY BABY):

- Talk to Lambert about journeying to the Circle of Elements.

Lambert

Enter the Kaer Morhen fortress, and locate Lambert in the great hall, close to a table with a dead ekimmara on it. He's tinkering with a brewing vat, and tells you he's irritated after being charged with fortifying the phylactery (a small golden box Lambert shows you) with power from the Circle of Elements.

Answer how you wish, dealing with Lambert's bluntness until you tell him you're ready to accompany him on his task.

ITEM: Quest Item: Phylactery

FOG'S THICK AS CURDLED MILK

OBJECTIVES:

- Follow Lambert.
- Find the boat.
- Kill the drowners.
- Kill the water hag.
- Get in the boat.
- Sail across the lake with Lambert.

When you're ready, set off out of the fortress by following Lambert. He tells you a rockslide has blocked the mountain path to the Circle of Elements, so a pond side approach is called for. As you depart from the battlements, you chat with Lambert about his impression of Vesemir. The view down this treacherous series of rocky ledges you clamber down is spectacular. As you descend, show off your crossbow skills by bagging a flock of harpies. Lambert is impressed by your prowess. Cross two rickety bridges, turn and follow a rough path along a gushing stream, all the way down to a ramshackle boathouse where Lambert has moored his vessel. Except it isn't there.

You surmise the wind has carried the boat westward. Head in this direction along the grassy mounds and marshes at the edge of the "pond," until you both encounter a group of drowners. Expect around five to cull. Next, a water hag appears (it may also be a bilge hag). Remove this sagging crone with Lambert's help, before you agree to sail across the pond. Lambert remembers his previous adventures in the caverns you're about to sail to. Ask if this bothers him, if you like. Jump in the boat, and let Lambert take the tiller.

STEP SOFTLY OR YOU'LL WAKE OLD SPEARTIP

OBJECTIVES:

- (Optional) Check where the boy's voice is coming from.
- (Optional) Kill the foglets.

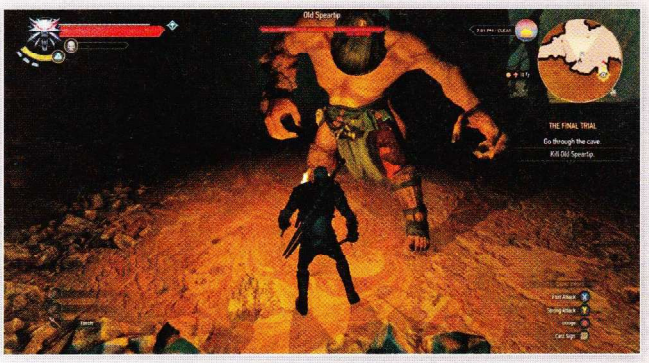
You disembark, and remark on either Lambert's prickly wit or that a beast named Old Speartip is still roaming these parts. Your chat is interrupted by the plaintive cries of a young boy. You both are convinced this is an illusion. You can:

- Investigate the voice, starting this objective (previously).
- Or simply head into the cave.

Head west along the shoreline, and you spy a frightened boy. If you walk up to him, he slowly dissolves and three vicious foglets appear. This was an obvious trap. Lambert half-jokingly threatens to tell Dandelion about how you were duped. Answer how you wish. The boy was one of the witchers' tykes who drowned during his trial.

OBJECTIVES:

- Enter the cave.
- Go through the cave.
- Kill Old Speartip.



Enter the cave by Lambert's moored boat. As usual, a Cat Potion helps your vision. When you reach a ledge too high to climb, you both help each other up. Head roughly north, climbing another ledge, and use Aard to clear some fallen rocks. Continue along the winding cave tunnel, into a large cavern. Ignore the upper ledges and continue forward, trading witticisms. Climb a long slope until you reach a large cavern with a massive central column.

If you avoid using Aard on the rocky obstacles along the way to the central cavern, and don't make too much noise in the cave, you can avoid waking Old Speartip. Feel free to attack him whatever you decide—those killed by this ancient cyclops must be avenged!

You must walk forward, but if Lambert's noisy footsteps awaken Old Speartip himself; a huge hooded cyclops with a nasty pair of huge fists to pummel you with shows up. After a protracted battle, Lambert spits on the corpse for Voltehre, one of his fallen.

SKEWERING OLD SPEARTIP

Perfect your cyclops-killing ways by consulting the Bestiary.

ITEMS: Oil: Ogroid Oil, Sign: Axii, Sign: Quen

THIS MOUNTAIN TROLLY MOUNTAIN!

OBJECTIVES:

- Get to the Circle of Elements.
- Seek shelter in the tunnel.
- Get past the blockage.
- (Optional) Kill the trolls.

Head to the northeast wall, climb a couple of ledges, and turn east to reach an upper tunnel out into the open. Lambert seems intent on a combat-driven romp through this territory of trolls. Question him how you wish. Then turn left (east), and immediately follow the path curving to the left (north) up a deep mountain gully. Up ahead, a troll flees from you. You remark this is an odd behavior. A few moments later, two rock trolls appear on a high ledge, telling you this is their mountain. You can offer a measured or threatening response. Try the former, and Lambert interrupts with some unwanted threats of his own. Either way, large boulders pelt you both. Immediately sprint northwards towards a tunnel entrance.

DANGER: FALLING ROCKS

Standing and fighting is a bad idea, since you receive nasty damage from thrown rocks, and the trolls are perched on a ledge you can't physically reach. Time to go!

Once in the tunnel, your way is blocked by boulders. Use Aard to clear a path, climbing up a ledge and into a higher ravine where three rock trolls stop you. You can:

- **Stop Lambert from ending this conversation violently, and negotiate a way to the Circle of Elements by removing and placing your swords on the ground. Lambert is understandably reluctant, but the situation is resolved peacefully.**
- **Agree with Lambert, and three rock trolls must be faced in combat.**

After more witty banter, and heading south up the rough trail to the ancient Circle of Elements, you reach your destination. Soak in the view, then listen and follow Lambert's instructions:

QUEST CONCLUSION: A TROUBLED SOUL

OBJECTIVES:

- Light the torches around the altar.
- Put the phylactery on the altar.

Move to each of the unlit torches, and use Igni to quickly light them. Then place the phylactery on the smooth stone altar. You wait, and Lambert asks how you dealt with trolls during your own trial. Answer how you wish.

A lengthy chat about Axii, bandits, and Lambert's troubled childhood occurs, after which you begin to understand why Lambert is so bitter. You gather the phylactery again, return to the troll guarding your swords, and take your equipment. You can:

- Follow Lambert and return (automatically) to the fortress.
- Elect to stay here and explore this wilderness.

If you've already completed the two other quests (with Yennefer and Eskel), Main Quest: No Place Like Home begins.

DANGER ALERT — SPOILER ALERT

! MAIN QUEST: NO PLACE LIKE HOME

Locations: Kaer Morhen
Characters: Yennefer of Vengerberg, Vesemir, Uma, Lambert, Eskel, Cyrus Hemmelfart
Enemies: None

ANCIENT RITES AND ALCOHOL

OBJECTIVES:

- (Ugly Baby) Spend the evening with the other witchers.
- (No Place Like Home): Proceed to Kaer Morhen's main hall.

QUESTING DECISIONS

This quest is available once the previous three quests conclude. Main Quest: Ugly Baby also updates.

Enter the sprawling Kaer Morhen fortress, enter the main hall, and continue to the large dining table where your brethren are assembled. Yennefer orders Eskel and Lambert, but Vesemir interrupts her, reminding her who is in charge here. Vesemir has already figured out Yennefer's methods of freeing Uma aren't safe. He wants to try a less invasive method.

- Answer how you wish for all conversations during this reunion.

Vesemir wants to attempt an ancient rite. Yennefer scoffs at this primitive nonsense. He takes Uma, leaving you with Yennefer, Eskel, and Lambert. The conversation around the table is strained. After alcohol is introduced, the mood lightens up, and the conversation at the dining table continues anew. Eventually, Eskel asks if you'd mind raiding the kitchen. Oblige him. You return shortly.

SNACKS APPEAL, OR SEX APPEAL

Yennefer excuses herself. However, you can stop, and speak to her at length about her time with the Wild Hunt, what happened in Nilfgaard, why she didn't look for you, and other, more personal chatter:

- **If you're romantically involved with Yennefer, she requests to speak to you. You head upstairs where you're propositioned. Agree, and you're able to lie with Yennefer for a while. When you return, your fellow witchers are more relaxed due to alcohol consumption.**
- **If you're not romantically involved with Yennefer, it is suggested that everyone get drunk. After unanimous agreement, the mood becomes more relaxed due to alcohol consumption.**

Carnal Knowledge: Yennefer of Vengerberg (Second Occasion)

You return to the table and speak to Lambert. You speak about Eskel's conquests, your relationship with Yennefer, and other matters. You can also choose to play Gwent with Eskel. Lambert leaves and returns with a fancy hat sitting on his head at a rakish angle. You play a drinking game (choose to skip or drink as you wish). Eskel leaves. There's more drinking.

GETTING ESKEL'S GOAT

OBJECTIVES:

- Find Eskel using your Witcher Senses.
- Examine the source of the noise.

Eskel stumbled off in a stupor. Use your Witcher Senses to uncover the following:

- Some spilled wine Eskel crawled through.
- Follow the prints past the dead ekimmara on the table, towards the exit to the west. Step outside. There are sounds. Of a wounded wyvern?
- There's blood on the ground.

Head south, to Eskel's sleeping form. The sounds were from a snoring Eskel. You wake Eskel up. Then Lambert has the exceptional idea of turning on the megascope, and communicating with that sorceress for some female company. You can:

- Tell him he's a genius.
- Tell him he's had his last drink. If you choose not to fiddle with Yennefer's megascope to call for "female company," you fall asleep, and this quest concludes now.

END: WHO'S WEARING THE TROUSERS?

OBJECTIVE:

- Search Yennefer's trunks.

You now stagger up to Yennefer's scrying chamber, and attempt to use the megascope. No matter your protests (or agreements), Lambert reckons that the lovely Ida would be thrilled to speak to you three drunks. But in order not to scare her during initial contact, he decides everyone must pretend to be Yennefer, by dressing up as her. This sound plan seems to have no drawbacks (aside from a zero possibility of working), and can check Yennefer's trunks for appropriate attire.

Find a "glimmering" one, and take Yennefer's trousers. Then put them on in your Inventory Menu. You may also choose to use the megascope without playing dress-up.

ITEM: Quest Item: Yennefer's Trousers

The three of you look slightly inelegant to put it mildly. Still, you jabber something incomprehensible and not even close to being elvish, and the device starts to shimmer. *You make contact! Though it's with Cyrus Hemmelfart,* the hierarch of Novigrad. He appears to be on the latrine. Shouting for guards, your "conversation" is curtailed by Yennefer. You're ordered to bed. The quest then concludes.

DANGER ALERT — SPOILER ALERT XXX

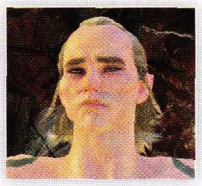
MAIN QUEST: VA FAIL, ELAINE

Locations: Kaer Morhen
Characters: Yennefer of Vengerberg, Vesemir, Uma, Lambert, Eskel,
Enemies: None

WRETCH ON THE RACK

OBJECTIVES:

- (Ugly Baby): Remove the curse afflicting Uma.
- (Va Fail, Elaine): Gather the necessary ingredients and prepare the Potions of the Grasses.
- Brew the potions needed for the Trial of the Grasses.



Avallac'h

You wake the next morn with Vesemir already back at the fortress. Uma is tied to Sad Albert, a torture table. Although his ritual was ineffective, he did notice Uma behaved differently under relaxed consciousness. Yennefer startles you by actually apologizing to Vesemir. He's found out something critical about Uma. Now potions must be brewed in preparation for Yennefer's spellcasting. You're on ingredient-finding duty:

You receive the formula from Yennefer. Head to the nearby table and gather the *forktail spinal fluid*, as well as all the other ingredients for the potions.

Then access your Alchemy menu, choose the formula grass extracts, and quickly brew the potion from the following components:

Ingredient	Amount
Bryonia	(1)
Ribleaf	(1)
Mandrake Root	(1)
Forktail Spinal Fluid	(1)
Manticore Poison Gland	(1)
Albino Bruxa Tongue	(1)

ITEM: Quest Item: Decoctions of the Grasses

Return to Yennefer, who takes the potions, and feeds them intravenously into the poor wretch on the rack. When prompted, administer the Mother's Tears, Wildrye Juice, and Speargrass Sap. *Telling Yennefer this is a bad idea simply stalls the* progression of the trial. After the potions are administered, Uma vomits all over Yennefer. You're on clean-up duty.

You scrub the floors with Eskel, who moans about Ciri being harmed if this trial goes wrong. You put your trust in Yennefer.

END: BACK ON TRACK

The trial continues well into the night. Yennefer urges you to keep her from *falling asleep.* Choose either story in conversation to tell her. Then Uma begins to wake up. Yennefer unleashes her magic, yelling at you to open the phylactery. The matter is caught within the box. Uma transforms. The curse is lifted. You stare into the face of Avallac'h—the Aen Elle elf sage who helped Ciri. You hear Avallac'h murmuring something about the Isle of Mists in Skellige. He summons a strange orb of light. It shall guide you across the seas to this mysterious isle, where Ciri's fate may be sealed. These quests now all conclude.

DANGER ALERT — SPOILER ALERT XXX

SECONDARY QUEST: BROTHERS IN ARMS

Related Quests: Main Quest: The Isle of Mists, Main Quest: Ugly Baby; Main Quest: The Battle of Kaer Morhen

OBJECTIVE:

- Talk to friends who could help defeat the Wild Hunt and ask them to join your fight.

QUESTING DECISIONS

This quest begins automatically once Main Quest: Ugly Baby, and all related quests, have been completed, and you are about to set sail for the Isle of Mists. There are many different pre-requisites when assembling a force for the forthcoming battle (some of which you may already have completed, or failed), and all are listed below (including ones not mentioned in your objectives list). *Visit each of the locations* listed in any order you like. Or don't. These "Brothers in Arms" quests are all completely optional.

LAST CALL FOR REINFORCEMENTS!

Beware! This is the last opportunity to complete any Secondary Quests, and other tasks that are related to gaining help from certain individuals, before the battle takes place. If you wish to finish up these quests, now is most definitely the time.

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: BROTHERS IN ARMS: NILFGAARD

OBJECTIVE:
- Talk to Emhyr var Emreis.

EMPEROR EMHYR VAR EMREIS

LOCATION: Vizima Royal Castle

Emperor Emhyr var Emreis

Visit the royal castle, and speak with the emperor. He agrees to send troops, but insists that they are commanded by General Voorhis. This isn't acceptable to you, and you're unable to reach an agreement, so you leave.

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: BROTHERS IN ARMS: VELEN

OBJECTIVE:
- Talk to Keira Metz.

LETHO

LOCATION: Reardon Manor, near Lindenvale

Letho

Assuming you didn't kill Letho in your *Witcher 2* game save, the man-mountain witcher known as Letho is initially hiding out in a barn on the grounds of Reardon Manor, close to the village of Lindenvale. He moves to Kaer Morhen providing you complete the following:

- **Secondary Quest: The Fall of the House of Reardon (page 90), and Letho lives.**

KEIRA METZ

LOCATION: Keira's Cottage, near Fyke Island

Keira Metz

Return to Keira's Hut in No Man's Land, and speak to the sorceress. She's happy to provide magical support in your battle, providing you've helped her. Complete the following:

- **Secondary Quest: An Invitation from Keira Metz (page 86).**
- **Secondary Quest: A Favor for a Friend (page 88).**
- **Secondary Quest: For the Advancement of Learning (page 89). At the end of this quest, be sure to convince Keira to go to Kaer Morhen.**

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: BROTHERS IN ARMS: NOVIGRAD

OBJECTIVE:
- Talk to Zoltan, Dijkstra, Triss, and Roche.

VERNON ROCHE AND VES

LOCATION: Temeria Partisan Hideout

Vernon Roche

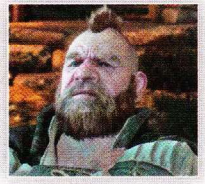
Ves

Locate Roche's *hideout in a rocky gully* surrounded by woods, north of Oxenfurt. He is always willing to help you, but he (and Ves) can only make the journey to Kaer Morhen once you finish the following:

- **Complete Secondary Quest: An Eye for an Eye (page 129). Once finished, Roche agrees to help you, and both him and Ves will appear in Kaer Morhen (and question your judgment if Letho is also there).**

ZOLTAN CHIVAY

LOCATION: Rosemary and Thyme (Novigrad)

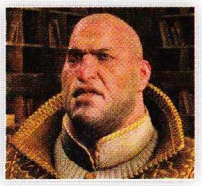


Zoltan Chivay

Zoltan is positively twitching to spill some Wild Hunt blood, and agrees to help you with typical dwarven gusto. All you have to do is simply ask!

SIGISMUND DIJKSTRA

LOCATION: Bathhouse (Novigrad)



Sigismund Dijkstra

Meet up with Dijkstra inside his office library, and request his help in the forthcoming war. Though he's not about to lose his life on the battlements of Kaer Morhen, he does offer you a reward. However, you must have completed the following:

- ***Main Quest: Count Reuven's Treasure (page 111)*, and used under-cover techniques (with Triss being tortured until she stops the conversation with Caleb Menge), and not violence, asking Menge specifically about Dijkstra's treasure during the conversation with Menge. Otherwise, you get nothing.**

ITEM: **Quest Item: Crowns, Gaunlets, and a Diagram**

TRISS MERIGOLD

LOCATION: Triss' Townhouse (Novigrad)

Triss Merigold

Triss is concerned about Ciri and would love to help you, but she cannot leave Novigrad until all the mages are evacuated. You must have already completed the following:

- **Main Quest: Now or Never (page 127), and the mages escape. If you forgot this quest, you can't reach Triss. If you completed this quest, Triss is already at Kaer Morhen, and doesn't need to be found.**

SECONDARY QUEST: BROTHERS IN ARMS: SKELLIGE

OBJECTIVE:

- Talk to Cerys, Hjalmar, Crach, and Emrion.

CRACH AN CRAITE

LOCATION: Kaer Trolde Keep (Ard Skellig), or Gedyneith (during Secondary Quest: Coronation).

Visit Crach in the keep or at the Coronation of the new king or queen, and request his help in fighting the Wild Hunt. Though he cannot spare any troops, and is too old to fight, he bestows you with a family heirloom; an exquisitely-forged sword.

Crach an Craite

ITEM: Quest Item: Winter's Blade

CERYS AN CRAITE

LOCATION: Spikeroog (Skellige), then Kaer Trolde Keep (Ard Skellig), or Gedyneith (during Secondary Quest: Coronation).

Speak to Cerys in Kaer Trolde or at the Coronation. Whether she rules Skellige or not, she has important duties to attend to, and cannot head to Kaer Morhen. To ensure she becomes ruler, you must have completed the following:

Cerys an Craite

- **Secondary Quest: Possesson (page 150).**
- **Then Secondary Quest: King's Gambit (page 153).**
- **Then Secondary Quest: Coronation (page157).**

HJALMAR AN CRAITE

LOCATION: Undvik (Skellige), then Kaer Trolde Keep (Ard Skellig) or Gedyneith (during Secondary Quest: Coronation).

Speak to Hjalmar in Kaer Trolde or at the Coronation. If he rules Skellige, he has sworn fealty to your cause, and will arrive at Kaer Morhen without question. If he isn't King, Cerys agrees to send him as her representative—either way, he's coming! To ensure he becomes ruler, you must have completed the following:

Hjalmar an Craite

- **Secondary Quest: The Lord of Undvik (page 146).**
- **Then Secondary Quest: King's Gambit (page 153).**
- **Then Secondary Quest: Coronation (page 157).**

SVANRIGE THE ABSENT

If Svanrige Bran rules Skellige (because you didn't involve yourself in either Cerys or Hjalmar's quests), you cannot reach him to request his help.

ERMION

LOCATION: Kaer Trolde (Ard Skellig) or Gedyneith (during Secondary Quest: Coronation).

Ermion

Though you may have had your reservations about Ermion, when you ask him for help in defeating the Wild Hunt, he agrees immediately, and makes preparations to leave for Kaer Morhen without a moment's hesitation. Good man!

FOLAN AND VIGI

LOCATION: Undvik (Skellige), then Kaer Morhen

Folan

Vigi

Don't forget about these two lunatics! Assuming you met and helped them, both Folan and Vigi provide an almost animal-like ferocity to the forthcoming battle, and will already have made the journey to Kaer Morhen (so you don't invite them personally during this quest; just expect them to accompany Hjalmar when you invite him). To ensure they help out, you must complete the following:

- **Secondary Quest: The Lord of Undvik; saved Folan from the rock troll's cauldron, and saved Vigi from his prison during the battle with the mountain giant (page 150).**

MAIN QUEST: THE ISLE OF MISTS

Locations: Kaer Trolde Harbor (Ard Skellig), Undvik (Island), The Isle of Mists (Island)
Characters: Ivo, Ferenc, Gaspard, Cirilla
Enemies: Sirens, Harpies, Foglets, Wraiths, Bilge Hags, Fiend

ARMED UP, READY TO GO

Beware! Don't venture into the Isle of Mists until you're happy with the decisions you made in gathering your alliance members for the Battle of Kaer Morhen, since that quest begins automatically at the conclusion of this one!

IT'S OFF TO WORK YOU GO

OBJECTIVES:

- Follow the firefly.
- Check what's in the hut.

Avallac'h has summoned a small bright orb to aid you in your travels across Skellige. From your chosen port (Kaer Trolde), navigate across the ocean to the strange mists off the coast of Undvik, where you're teleported to the still and eerie waters close to the Isle of Mists. Take care not to scrape your boat against numerous jagged islands, outcrops, and the rotting skeletons of longships long abandoned. Deal with any sirens by stopping your ship and firing at them or using Signs.

You're heading into a place not seen on any map. A mystical island with a rugged sandy shore, and a wharf to clamber onto.

Once ashore, the firefly bobs onwards up a slight incline. Follow it, watching for a couple of (what else?) foglets appearing. Dispatch them, before running up along a rocky path, with a strange little cottage built into the stone hillside, close to a gnarled tree. Knock on the door. There's no answer. Except for a sneeze. A gruff voice asks what you want. Tell him about your search for the ashen-haired Ciri. Your questions are met with obfuscation, until another voice pipes up. There's a group of fellows in this hut—survivors of a shipwreck. Answer how you wish, but that door is remaining closed.

Frustrated, tell them you'll look for the group's lost mates. There are three missing: Ivo, Gaspard, and Ferenc. It's worth asking where each of them was last seen, before you go. Start your search for the dwarves in any order you like.

A LONG WALK OFF A HIGH COLUMN

OBJECTIVE:

- (Optional) Find Ivo.

The isle of mists is a strange, gloomy place. Begin by heading down the path, then sprint roughly northwards across the grass and strange twisted trees, fighting off harpies. Run slightly northeast, toward and through a rocky arch, and onto a lonely beach, then jump the gap in the path down to the sand dunes. The coast is littered with flotsam, jetsam, and bedraggled longship wrecks. Expect a couple of bilge hags to attack, close to a strange rock column.

Ivo

Wait! Did you hear a plaintive call for help? Yes, it's coming from a dwarf stuck atop a tall rock column further up (west) along the shore. Run to the little fellow, and tell him you've talked to his friends. He's safe from monsters and can come down. The chap is delighted, but slips on the way down, and plummets to his death. What a dope.

FERENC FLATTENED BY A FIEND

OBJECTIVE:

- (Optional) Find Ferenc.

Cross the island heading roughly south, watching for foglets and weaving through strange shrubbery and grotesque woodland, slowing as you reach a flatter area. Something large is moving near a large tree. It's a fiend.

Batter it to death with Signs and swords, then inspect the diminutive corpse nearby. Alas, it is Ferenc, all bashed and full of fiend claw marks.

FIEND VULNERABILITIES

The fiend is vulnerable against the following:

Bomb: Samum

Bomb: Devil's Puffball

Oil: Relict Oil

Sign: Igni

THE FLEEING SOMNABULIST

OBJECTIVES:

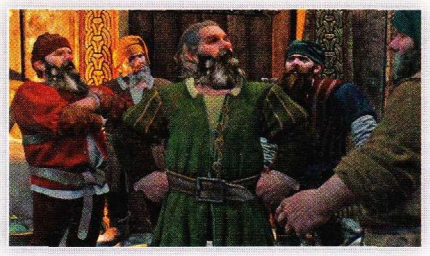
- Find Gaspard.
- Bring Gaspard to the hut.
- Wake up Gaspard.

Gaspard

Let's hope for better luck with the last dwarf. Sprint northward from the corpse, through the mangled woods, across the debris-strewn inlet shore, and passing more twisted and gnarled trees. In the distance is a partly derelict lighthouse. Head inside and climb the three ladders to the fire burning at the very top. Also present is a snoozing dwarf named Gaspard. Hey, wake up sleepyhead!

Stoop down and speak to the narcoleptic dwarf. Speak about Ciri, his friends, and feel free to leave him here and explore more of the island if you wish. But to rescue Gaspard, tell him his friends told you to find him. Run over to him and interact with the dwarf to shake him awake. Then venture onwards, into a thicket of foglets. Defeat around three of them, before patiently chaperoning Gaspard all the way back to the hut.

END: A Mist Opportunity



Cirilla

Upon your return to the hut, Gaspard gives the all-clear, and you explain the fates of the two remaining dwarves. You push past them after they tell you they fear the ashen-haired woman is dead. In fact, it is a magically-induced coma. You embrace as she wakens. Speak to her about Avallac'h, whom she trusts. She tells fantastic tales of other worlds. She speaks of visiting the Baron, dealings with Whoreson Junior, Dandelion, her journey to the shores of Skellige, the cataclysm of magic, the Wild Hunt almost capturing her in Lofoten, and her final retreat, into the Isle of Mists. Finally, you leave, but the dwarves have stolen your boat. Though the Wild Hunt will know your position, the only choice is for Ciri to open a portal, and flee to Kaer Morhen. This quest then concludes.

! MAIN QUEST: THE BATTLE OF KAER MORHEN

Related Quests: Main Quest: The Isle of Mists, Secondary Quests: Brothers in Arms, Main Quest: Blood on the Battlefield
Locations: Kaer Morhen
Characters: Vesemir, Cirilla, Yennefer of Vengerberg, Triss Merigold, Hjalmar an Craite, Folan, Vigi, Zoltan Chivay, Ermion, Lambert, Eskel, Vernon Roche, Ves, Letho, Keira Metz, Avallac'h
Enemies: Hounds of the Wild Hunt, Warriors of the Wild Hunt, arachas, Imlerith, Caranthir, Eredin

QUESTING DECISIONS

This quest begins automatically once Main Quest: The Isle of Mists has been completed. The number of allies you have for the carnage to come are based on your previous actions (all of them detailed during Secondary Quest: Brothers in Arms, on pages 166-167). Meet your comrades as you walk the ruined battlements of Kaer Morhen.

OLD FRIENDS

OBJECTIVE:
- Enter Kaer Morhen Keep and begin the council.

You return to Witcher Keep, on the banks of the Gwennlech, bringing great joy in the form of Ciri to Vesemir, Triss, and Yennefer.

- **Yennefer embraces and kisses you, whether you are romantically involved with her or not.**
- **Triss exchanges pleasantries with you, more knowingly if you are romantically involved with her at this time.**
- **Triss and Yennefer look at each other if you've decided to court both ladies, and not chosen a romantic interest.**

Vesemir informs you that everyone you requested help from has arrived, though Avallac'h is resting in the tower. You are to hold council within the keep. Begin your walk behind the ladies. Feel free to stop and greet those that journeyed to your aid, along the way.

ACCESS AND ALLIES

- **Remember, these pauses in conversation with those you have summoned are optional, and whether or not most of these individuals are here (those flagged with this symbol) depends on your previous actions—as explained in Main Quest: Brothers in Arms.**

- **You're greeting by Hjalmar, and (if you saved either or both of them) his kinsmen Folan and Vigi. They are all ready for Ragh nar Roog.**

- **Zoltan is busy preparing some huge barrels of "Mahakaman Mix"; some potent explosives. He's able to craft items for you now, if you wish.**

- **In the next courtyard, Vesemir and Ermion are studying an alarming crack in the stone ground. Ermion has summoned gas, and aims to detonate it and incinerate some of the Wild Hunt's riders.**

- **If you didn't invite Ermion, Vesemir is here alone. He took a number of old weapons from Kaer Morhen, and is sharpening them, as well as practicing in the yard.**

Head up the ramparts, and you pass Lambert tinkering with a giant ballista crossbow. As expected, he's not in the best of moods, and the machine isn't working properly.

- **If you didn't invite Roche and Ves, but Letho is present, then Lambert isn't fixing the ballista, but is on the main yard with Eskel, talking to Letho.**

Eskel is meditating on a higher elevation along the ramparts. He's preparing and requests some peace. Continue onwards into the inner courtyard.

- **If Roche and Ves weren't invited, but Letho was, you'll find Eskel and Lambert talking to Letho in the main yard, instead.**

- **Roche and Ves are testing her archery skills here. Should Letho have been requested to join you, the conversation becomes terse due to Letho's past "acccomplishments." Answer Ves how you wish, before continuing.**

- **If Roche and Ves were invited, but Letho wasn't, then you'll speak to Roche and Ves close to where Eskel is meditating, instead.**

Continue up towards the main doors of the keep. If you continue southward instead, to the training yard where you first faced Vesemir, Ciri is here on the battlements, reminiscing. Optionally speak to her about her astral travels and Eredin, if you wish.

- **Enter the Keep. Before you reach the grand hall, Keira Metz can be found combing her hair in preparation for looking her best at the site of battle. Exchange pleasantries, before entering the Keep. Have you tried to dispel Keira's illusion bubble using the Eye of Nehaleni?**

SHOP BEFORE YOU DROP

Be sure you speak to Keira (if you invited her), as she has some wares you can buy, or sell your unwanted items, stocking up before the battle to come.

BATTLE PREPARATIONS

You address everyone before the Wild Hunt attacks. Ciri explains how the Wild Hunt chases her, and a counter-attack strategy is agreed upon by the assembled friends. Preparation is required. Choose any talking point you wish.

You will ride out to attack foes in the woods with Lambert and Letho. Lambert's dimeritium bombs, and the Yrden Sign, should help close the navigator portals the Wild Hunt will use. Yennefer hands out amulets that will make all of the hunting party invisible. Triss is to provide potent fire magic when called upon.

You agree that Ciri is the most important, after which Roche offers to dig some trapping pits to waylay the Wild Hunt. Zoltan offer his sticky, flammable Mahakaman mix, and Ermion will make use of the natural gas pockets the keep sits on, but only if you invited these fellows along for the battle. Vesemir mentions the workshop and laboratory, and that one type of weaponry can be crafted at each location. Vesemir will continue brewing potions at the laboratory. Or Eskel can prepare more witcher traps. Make your choice:

- **Choose the potion, and you receive Superior Swallow. If you completed Secondary Quest: Following the Thread with Lambert, you also receive Fortified Rafard's Decoction; both helping you survive the battle to come.**
- **Choose traps, you will see traps appear on all the yards of Kaer Morhen. When a foe walks into these traps, they explode. Therefore the choice between potions or traps is a tactical one; are you better at dealing a lot of damage (choose potions) or receiving a lot of damage (choose traps)?**

Vesemir wants to fix the breach in a wall, but the same workshop tools are needed to clear a cave in at the armory, where some choice swords are available. Make your choice:

- **Choose to patch up the wall, and Savolla's breach (from *Witcher 1*) is closed up, and the final stand-off has one fewer wave of enemies entering Kaer Morhen.**
- **Choose to clear the armory, there are some scenic changes and you gain access to a locked part of Kaer Morhen, where the armory was. Here you can obtain a superior silver sword and all the witchers in this fight receive weapons that deal more damage. The decision here is also a tactical one: Do you prefer to have more of the Wild Hunt to kill, but with a better sword, or fewer enemies and a lesser weapon (unless your own crafted sword is preferable...).**

The preparations are completed, and Lambert readies for combat. Join him when you're ready. On the way, you speak to Ciri, impressing upon her the need to keep her safe. Then head west, out of the keep. Your comrades take up their positions. The Wild Hunt arrives, and Yennefer conjures her protective shield.

ALCHEMICAL ACCESS HERE!

Wait! Just before the battle starts, be sure to check Kaer Morhen for its excellent supply of alchemical ingredients; prepare them here and now, as this is the last chance before battle commences!

PLANS OF ATTACK

Use the following additional tactics during each part of the battle to come:

- Before the battle

Replenish all your bombs and potions before leaving the keep, there will be no other occasions during the siege.

- The Forest Rifts

Close all three rifts as quickly as possible; the fight has just started so save your bombs and potions for later stages. Remember that killing Wild Hunt warriors and hounds isn't necessary; removing the rifts from the sides, away from foes, and fleeing can be more effective than full-frontal attacks.

- Running the Walls with Ciri

Use her Blink ability to move faster and to dodge enemy attacks.

Use her your Charge attack to kill group of enemies in relatively safe way.

- The Main Courtyard Battle

Reach the keep from the forest as quickly as you can, or you may die quickly. Fight only when absolutely necessary; concentrating mostly on your objectives.

The Interior Courtyard Battle: At this point, all enemies must be slain, so start utilizing your bombs and potions; though it's always a good idea to save one Swallow or Rafard's Decoction for later.

Be sure to use Igni to detonate the Mahalaman barrels (from Zoltan) and the rifts of gas (from Ermion); these devastate your foes. Use Aard to push your foes into the witcher traps, if you chose to build them.

- *Ciri's Second Battle*

As before, use her Blink ability to move faster and to dodge enemy attacks.
Use her your Charge attack to kill group of enemies in relatively safe way.
If you are seriously wounded, attempt to hide and regenerate your health.

- The Main Gate

Use Quen quickly, and then use Yrden on the rifts. If you're out of bombs and your stamina regeneration is slow, rely on the bombs to remove the enemy threats; there are additional bombs to take from chests along the battlements. Fight only if you have to; close all those rifts!

I HATE PORTALS

OBJECTIVES:

- Exit the keep and join Lambert when you're ready to face the Wild Hunt.
- Use dimeritium bombs or the Yrden Sign to close all the Wild Hunt's portals in the woods around Kaer Morhen (3).
- Kill the Wild Hunt warriors near the left, center, and right portal in the forest.

In the woods outside Kaer Morhen, Lambert instructs you to aim at the base of any Hunt portals you see, tossing his dimeritium bombs there with accuracy.

Head roughly southwards (southwest or southeast is fine, too), across the ford towards any of the three portals.

- **If Roche has been summoned, he has already dug some nasty spiked pits in the vicinity. Don't worry about falling into them yourself; they take your weight! However, the Wild Hunt have already fallen prey to these traps; and each rift is now guarded only by two hounds and one warrior.**

While still invisible, head to one of the portals, and simply lob a dimeritium bomb at its base. Or you can cast Yrden to dismiss the portal (which is especially handy if you're out of bombs). Afterwards, a group of Wild Hunt warriors and hounds (usually two of each) must be faced and cut down.

FORCE IN NUMBERS

Use Lambert (and Letho) to help bring down these foes. Be sure to rid the immediate objective area of enemies before moving on to the next portal, so you aren't swamped by too many foes. Go to the Bestiary for advice on slaughtering both the hounds and the warriors of the Wild Hunt.

HOUNDS OF THE WILD HUNT: VULNERABILITIES

Bomb: Dimeritium Bomb

Oil: Elemental Oil

Sign: Igni

Sign: Axii

WARRIORS OF THE WILD HUNT: VULNERABILITIES

Oil: Hanged Man's Venom

Sign: Igni

With all three portals dismissed, and the Wild Hunt slain, you notice the commander striding through the woods, just as your invisibility wanes. Imlerith has arrived! You fire a flaming crossbow bolt as a sign for Triss. But no fire storm erupts.

CONFRONT THE HUNT

OBJECTIVES:
- Run to Triss's aid on the battlements.
- Defeat the warrior's threatening Triss.

You are now controlling Ciri. The first ominous fall of snow signaling the White Frost appears. Vesemir hollers at you to wait inside. You can tell him you must confront the Hunt, or you want to fight, too. Either option leads to you running across the battlements, attempting to reach Triss.

SPILLING BLOOD WITH THE ELDER BLOODED

Remember, as Ciri you have a Magic Projectile, which can be used to further wound any foes you're battling in close combat (step back after casting so you aren't struck by this potent attack). You also have a Charge (hold the button for a greater area of effect to your attack), and an all-encompassing teleport and slash attack that requires a small delay to build up, but wounds multiple foes. Replenish your magic energy by attacking foes, and gaining small additional Energy reserves. Don't just rely on your swordplay, child of Elder Blood!

Run along the roof, striking down a Hound and four Warriors.

- **If Zoltan is with you, he clings to a blade in the back of one warrior. Then he takes care of the warriors and hounds in the yard, and if you help him (as Ciri), he runs to the roof and helps Triss with the fight there.**

Then run to where Triss is valiantly battling two warriors—step in and help out—slaying them, three hounds, and two more warriors and three more hounds from a second portal behind you. After Triss saves your life, she witnesses Geralt's request for help down in the woods.

A WILD FRENZY

OBJECTIVES:
- Return to Kaer Morhen. Close the main gate.
- Help Lambert defeat the Hunt's warriors.

You are now Geralt. After a protracted battle, Triss finally rains molten death down from above. You seize this opportunity to flee back to the castle with Lambert (and Letho). Once on Roach, gallop quickly across the ford (roughly north), dodging any fiery missiles. Race to the fortress as Yennefer's power begins to falter, and the protective shield she valiantly has summoned starts to shrink, forcing this retreat.

Dismount just inside the keep entrance, to the right. The Wild Hunt is over the battlements, and a portal appears. Expect chaos and mayhem; and at least three warriors and just as many hounds to choose to fight. Pick a warrior close to you and concentrate on slaying him. Continue until Vesemir yells to close the gate.

Turn southward, climbing the wooden platform up to the main battlements and objective area. Vesemir is up here, battling the Hunt.

- **Vesemir is attempting to close another rift. If you help him now, he turns back and races to the roof, to help Triss as well.**
- **Ermion is also on the crenelations, putting his staff to good use and slaying away.**

Tackle any nearby warriors but make the gate mechanism—a lever along the upper wall to the west and north—your priority. Pull it!

Return down to the courtyard, and expect at least five more warriors and just as many hounds throughout this carnage-filled combat. Bring down any foes to their knees, heading to help Lambert and finish your fighting in his vicinity (near Letho and Vesemir as well). Check on Lambert's health and ensure he doesn't die.

- **If Keira Metz is with you, she summons a large protective circle, repels the Wild Hunt warriors, and saves Lambert. Afterwards, she continues to patrol the side yard (alone if you didn't help her).**

OBJECTIVES:
- Retreat to the Middle Courtyard.
- Defeat your opponents and retreat behind the main gate.
- Get to Triss.
- Save Triss and close the Wild Hunt's portal.

Yennefer's strength is waning. Retreat by heading the way you moved at the start of this quest, east and north up the ramparts, then west and finally north, where Vesemir drops an archway on your pursuers. Remain in the initial courtyard and tackle any foes stopping your friends from escaping. Expect at least six warriors and hounds to bring down, along the way. Use bombs or Yrden on every portal that appears, gradually making your way up the steps. Pass the ballista crossbow, looking for further portals to close. Then battle up the steps, slaying stragglers, and reach the main doors to the keep. Eskel hasn't opened these yet!

- **If Zoltan was invited, he has placed his explosive barrels across the fighting area from this point onwards; ignite any and deliver an explosive death to any foes nearby. Why not try to blow up a barrel close to where Ermion (if invited) has released some flammable gas? The explosive is even more devastating!**
- **If you invited Roche and Ves, they welcome you from the walls, shooting burning arrows and bolts at your enemies. If you brought Zoltan along too, Roche and Ves also aim for the dwarf's exploding barrels.**

Head back down the steps, then northeast towards Triss' location. Ignore the fire raining down and instead sprint at the portal, and close it with bombs or Yrden. Turn on at least three more warriors and hounds, cutting them down with Lambert's (and Letho's) help. Now look for any remaining foes and bring them down with keen sword and sign strikes. After the fight, Ciri appears atop the battlements, and agrees to find Eskel.

OBJECTIVES:

- Defeat Caranthir's warriors.
- Open the gate to Kaer Morhen's inner courtyard.

You are Ciri again. Caranthir strides through the keep, stopping to face Eskel in combat. The witcher is nimble and cunning, but Imlerith is vicious and quicker. You jump into the fray, saving Eskel, and face Caranthir, who stops as a mighty horn sounds in the distance. He departs, leaving you to fight his minions. Perfect your Charge and missile strikes as you whittle down four warriors, and listen to Eskel complaining.

Move to the next objective area. Slay two warriors and two hounds from the portal, and then descend to *the lower courtyard* where three warriors and hounds must be faced. Next, move to the large wooden wheel mechanism, and use it to unlock the gate.

MAELSTROMS IN THE COURTYARD

OBJECTIVES:

- Use dimeritium bombs or the Yrden Sign to close the Wild Hunt's portals and stop their attack on Kaer Morhen (2).
- (Optional) Equip yourself with dimeritium bombs from Vesemir's supplies.

You are Geralt again. Still the Wild Hunt comes! But with the gates open, you can access the central courtyard, and stop further Hunt incursions via the portals.

Temporarily stop your slaughter of warriors and hounds, and instead race immediately to the nearest portal, banishing it with Yrden or dimeritium bombs (if you run out, find more in crates along the walls).

- **If Hjalmar is with you, he leaps into a portal, shrugging off the White Frost, and reappears a moment later, fill of vim and vigor, helping you remove one of the portals.**

GATHERING EXPLOSIVES

Dimeritium bombs appear as objective dots on your minimap.

OBJECTIVES:

- Help Eskel defend the upper courtyard.
- Help Ciri defend the upper courtyard.
- Help Triss fight the Wild Hunt by the gate to the central courtyard.

When no more immediate portals are visible (there are usually three to dismiss), fight any foes close to your location. When Eskel yells that the Hunt is coming through Savolla's breach, ascend the steps and head northeast. Find and remove three more portals in the upper courtyard. Then Ciri shouts for help.

Rush southwards towards the opposite end of the upper courtyard, where *Hjalmar launches an attack on a warrior, before a new portal opens. Dismiss the* portals quickly. Triss yells for assistance now. Dash northwestward and down to the main gate.

END: THERE IS NO BLAME. JUST GRIEF.

The main gates burst open as Yennefer falls. You are frozen as the White Frost envelopes the castle grounds. The Wild Hunt strides in, with both generals and including Fredin himself! Knocking Vesemir from his protected stance near Ciri, the old witcher saves her life, but at a great forfeit. Overcome by rage, Ciri loses control of her powers, uttering a magical scream that forces the Wild Hunt back, and then to banishment. Avallac'h appears, siphoning her power. She falls to the ground.

- After reaching out to Ciri, speak to her as you wish. Preparations are made to say farewell to a friend, as this quest concludes. Main Quest: Blood on the Battlefield begins automatically.

DANGER ALERT — SPOILER ALERT XXX

! MAIN QUEST: BLOOD ON THE BATTLEFIELD

Related Quests: Main Quest: The Battle of Kaer Morhen; Main Quest: Bald Mountain
Locations: Kaer Morhen, Vizima
Characters: Hjalmar an Craite, Zoltan Chivay, Ermion, Lambert, Eskel, Vernon Roche, Ves, Letho, Keira Metz, Cirilla, Avallac'h, Triss Merigold, *Yennefer of Vengerberg, Emhyr var Emreis, Morvran Voorhis*
Enemies: None

QUESTING DECISIONS

This short quest commences immediately in the aftermath of Main Quest: The Battle of Kaer Morhen.

PAYING RESPECTS AMONGST FRIENDS

OBJECTIVE:

- Talk to Avallac'h about what to do next.

The funeral atop the mountains of Kaer Morhen is a chance to reflect, and to speak to the survivors of the battle, who you recruited earlier.

- Vernon Roche and Ves are heading back to Novigrad. Find them in the Partisan Temerian Camp if you wish to speak to them again.
- Letho agrees to stay on at Kaer Morhen once you invite him.
- Eskel will find somewhere else to winter instead of Kaer Morhen.
- Emrion bids you go in health, and leaves some medicines before he travels back to Ard Skellig.
- Hjalmar will head immediately back to Skellige to fight the Nilfgaard, but you have a strong ally for all time.

- Zoltan wants revenge, and commiserates with you on your loss.
- Keira Metz is about to leave with her new companion, Lambert!
- Lambert is his usual sarcastic self, whether Keira is here or not.

Walk northward down the hill toward the fortress, where Avallac'h, Triss, Yennefer, and Cirilla are meeting. Yennefer vows to reunite the Lodge of Sorceresses. Cirilla is angry that decisions are being made without her. Avallac'h tells you to leave her.

LETTING GO IN THE SNOW, OR DROWNING IN DRINK

OBJECTIVES:
- Don't let the snowballs hit you (8).
- Defeat Ciri in a snowball fight (8).

FATE OF THE SWALLOW

CHOICE #1 AHEAD!
You are about to make one of the five most important choices in your adventure, and one that has direct consequences on the Ending, and the fate of Ciri! If you wish to know more, reference the Endings section of this strategy guide (page 338).

A few days pass after the battle. Ciri appears with Avallac'h, disheartened that she hasn't been able to put the thoughts of the battle behind her, and focus on her training. She asks how you manage it. Respond with:

"Think I know what might lift your spirits." Your "ancient" method for dealing with loss is to pelt Ciri with snowballs. Begin a small and entertaining fight using only balls of snow. Use the trees and battlement walls as cover, and don't worry about winning or losing. Ciri cheers up a bit. Afterwards, you can ask her about her travels between worlds, and how Eredin locates her.

Ciri's Fate (1 of 5): Positive Choice (+1)

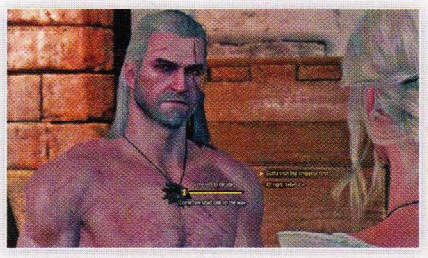
"Relax, you don't have to be good at everything." You open some of Lambert's famous home brew, and drown yourselves in it. Ciri loosens up a little, but is still resigned to failure, especially after you drone on, lecturing her.

Ciri's Fate (1 of 5): Negative Choice (-1)

FATE OF THE SWALLOW: CHOICE #2 AHEAD!

You are about to make another of the five most important choices in your adventure, and one that has direct consequences on the Ending, and the fate of Ciri! In this particular case, visiting the emperor allows you to add a positive or negative choice to your total (giving you a total of five choices, rather than four if you ignore visiting the emperor). If you wish to know more, reference the Endings section on (page 338).

You are awakened by Ciri early in the morning. She seems excited, has the horses ready and explains that you need to head into Velen, to the witches' Sabbath on Bald Mountain.



The guest of honor there will be Imlerith. This is a perfect opportunity to slay him and avenge Vesemir. Before you agree, answer her how you wish, until you choose the following:

"Gotta visit the emperor first." You embark on the journey to Vizima.

"All right, Velen it is." You head to Bald Mountain, and this quest concludes now.

FATE OF THE SWALLOW

It is important for the ending you wish to choose, that Ciri visits or ignores the emperor:

If she sees the emperor, she will become Empress, and this allows Epilogue: Something Ends, Something Begins (II) to be possibly accessed, with enough positive choices.

If she ignores the emperor, this allows Epilogue: Something Ends, Something Begins (III) to be possibly accessed with enough positive choices.

FATHER'S DAY

Emhyr var Emreis

A week later, you arrive at Vizima, and are lead into the castle gardens where the Emphyr is waiting. Emreis greets Ciri with her full name—Cirilla Fiona Elen Riannon, Queen of Cintra, Princess of Brugge and Duchess of Sodden, heiress to Inis Ard Skellig and Inis An Skellig, and suzeraine of Attre and Abb Yarra—and tells you he didn't expect you to keep your word. Answer how you wish. A servant brings in a small chest brimming with coin. You can:

Refuse to accept the coin on principle. Ciri is proud, happy, and loving to you, her adopted father.

Ciri's Fate (2 of 5): Positive Choice (+1)

Accept it, even though it has been presented in the most audacious way possible (to make you look bad in front of Ciri). Ciri now believes you weren't looking for her because she is precious to you, but because of the gold. Her world is shaken.

ITEM: Crowns: 2,000

Ciri's Fate (2 of 5): Negative Choice (-1)

Either way, Ciri and Emreis retire to speak in private. If you refused the crowns, the Emhyr grants you a black mare as part of your reward. Say goodbye to Roach. He was a fine and loyal beast. Aside from the jet black coat, this mare is no different from your trusty chestnut steed.

ITEM: Horse: Nilfgaardian Mare

In the grand hall, General Voorhis makes an appearance, and alludes to Ciri becoming Emperess. You may question or agree with this. Listen to Voorhis prattle on a bit, until Ciri interrupts you both, wanting to leave immediately. She is angry at her father's attempts to buy her.

If you took the coin earlier, Ciri questions you about that spectacle, but isn't particularly angry about it.

You both continue on your journey to Velen, and Act III: Main Quest: Bald Mountain begins.

CRITICAL PATH QUESTS:

ACT III: THE FINAL AGE

There are shocking revelations hidden within remote elven caves across Skellige. The White Frost encroaches, as Eredin's power grows more terrifying. Brokering alliances with powerful forces of war and sorcery, you choose the final fate of the realm, and Ciri herself.

DANGER ALERT SPOILER ALERT

MAIN QUEST: BALD MOUNTAIN

Related Quests: Main Quest: Blood on the Battlefield, Main Quest: Final Preparations
Locations: Road to Bald Mountain, The Witches' Cauldron, Bald Mountain
Characters: Cirilla, Johnny, Sarah, Marica, Thecla
Enemies: Drowners, Fiend, Fugas, Whispess, Weavess, Brewess, Imlerith

FEAST OF GIFTS: THE WISEMAN, THE GUARD, AND THE GODLING

QUESTING DECISIONS

This quest starts automatically once Main Quest: Blood on the Battlefield concludes.

OBJECTIVES:

- Find a way to the mountain's summit.
- Nearest Signpost: Road to Bald Mountain

You disembark from the boat that took you to the foot of Bald Mountain—known as Aard Cerbin and home to the reviled Ladies of the Wood. Ask Ciri about her familiarity with this place, and her reasoning that Imlerith is here, before beginning your exploration. Walk along the road lit by torches that flicker eerily, as she warns you about the Aen Elle elves—who are in league with the Wild Hunt.

Atop the steps, a guard with a crossbow is stopped by a wiseman who beckons you to feast with them. However, you aren't allowed past this village. Sit down with them, and find out more about this ceremony:

- Ask about what the feast celebrates (blessings bestowed by the ladies, after which there's verbal evidence that human children are sacrificed in return for "magical acorns").
- Ask why the gates are closed (because only a "chosen" few see the ladies).
- Ask about the ladies descending to the village (they wait every year to see if they will appear).

After your fireside chat, the wiseman instructs you to visit a woman named Thecla, who will judge you.

OBJECTIVE:

- Talk to Thecla and get permission to climb the mountain.

Johnny the Godling

Set off on the path through the village, heading roughly northwards, passing prayers to three wooden effigies of the ladies. You meet up with Johnny, the Godling you followed in the Crookback Bog earlier in your adventures.

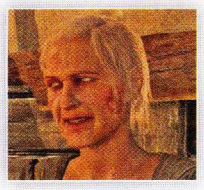
Sarah the Godling

If you removed Sarah the Godling from the "haunted" house during Main Quest: Novigrad Dreaming, she is here too. Johnny asks you why you banished her. Sarah interrupts, saying it worked out well in the end, as she met Johnny.

If you allowed Sarah the Godling to stay in the house, only Johnny is here.

Speak with Johnny. You can ask what he's doing here (he's heard the ladies smile nicely upon children during the sabbath). You can also learn that the only way up the mountain is by approval from Thecla, that she has a "guest" (Imlerith is here), and that a trial may be necessary to obtain a key to the mountain. Leave Johnny (and Sarah) and continue.

FEAST OF GIFTS: DIVING FOR THE DEFILER'S OREN



Marica

Thecla

Journey across the wood and rope bridge, passing a procession of peasants waiting for food, and enter a tent to your right, where an old, cloudy-eyed crone named Thecla is judging the merits of those that wish to climb the mountain. Her assistant Marica is her eyes. They gladly accept Ciri as worthy, but not you. Appeal this decision by choosing any conversation topic you wish. It is agreed that you must complete a challenge to be deemed worthy. Agree to this.

OBJECTIVES:

- Retrieve the coin Thecla threw in the water.
- Give the coin to Thecla.

You are lead to a wooden ledge, where a coin from days of yore is dropped into a small pool below. Dive off the ledge and swim into an underwater tunnel. Avoid the drowners flitting by you, or use your crossbow to remove them and make the search easier. Immediately use your Witcher Senses to scan the murky depths for the coin. It is close to the junction of the dead-end alcove, and the exit tunnels.

ITEM: Quest Item: Defiler's Oren

Now swim to the exit tunnel, and head westwards to the pool's exit. Once on dry land, be extremely careful as a fiend is prowling the woods here.

Defeat it, before scrambling over the rocks to reach a set of steep wooden stairs to the southeast, and ascend back to Thecla's tent. She deems you worthy and tells you to keep the coin; it is the key to climbing the mountain.

OBJECTIVES:

- Travel the path to the peak of Bald Mountain.
- Defeat Fugas in combat.

THE START OF THE SABBATH

Once you emerge from Thecla's tent, she announces the start of the sabbath, and the merriment begins. There is dancing and revelry. But concentrate on your task at hand, scaling the final section of Bald Mountain.

Fugas

The moon is large and low as you head back across the wood and rope bridge, before turning eastwards at the petroglyph rock, and approach the entrance to the mountain's interior. Marica beckons you through into a cavern lit by candles and adorned with skulls. A rotund but powerful sylvan, named Fugas, asks Ciri's name. He also tells you the coin you carry signifies a death sentence.
He launches from his haunches at you, and combat begins. Utilize your sylvan-killing prowess, and defeat the beast.

SYLVAN VULNERABILITIES

Fugas is a sylvan; a relict that is susceptible to the following:

Bomb: Samum

Bomb: Devil's Puffball

Relict Oil

Sign: Igni

Once your confrontation with Fugas is over, you discuss which of you will face the crones, and who will slay Imlerith. Ciri suggests a game of rock, paper, scissors to decide. Ciri gets the Crones, but tries to argue into fighting Imlerith. You firmly tell her that she will face the Ladies of the Wood.

CIRI'S QUEST: GETTING TO THE ROOT OF THE PROBLEM

OBJECTIVE:

- Penetrate to the heart of the tree's roots.

Whispess

Weavess

Brewess

You control Ciri. Head along the tunnel to a gap in the rocks leading to a pool. Dive in and swim roughly southwest and surface, climbing onto the bank of a tunnel, and heading up and into the crones' cavern. The trio of comely maidens are stirring a cauldron. It is a stew of sacrificial body parts.

After tempting a tree root, you announce your presence. The ladies welcome you as a Child of the Elder Blood. They reveal their true and horrific forms. You tell them they've talked enough. Through mournful cursing, they rise again to attack you. But they are now mortal, and should be attacked until they fall.

CIRILLA THE STONE CRONE KILLER

Your battle with the Ladies of the Wood is both difficult and thrilling, since Ciri has a variety of powers that Geralt does not possess, but the foes you are fighting are literally invincible. Be certain you read up on Ciri's abilities in the Training chapter.

When playing as Ciri, use fast, light attacks to quickly engage targets while remaining in motion. If a small group of Crones is approaching, charge the heavy attack and time the release when they are near. This will result in a large boost in power and two additional hits that will momentarily stun her enemies. If you get surrounded, remember to use Ciri's special attack which can affect all targets within its area of effect.

Fighting the three "Good Ladies" at once would be a tall order for Geralt. For Ciri, newly awakened to a portion of the powers she possesses, this is a good fight. Which is not to say that you can afford to be lax in your defenses.

DEFEATING THE CRONES OF CROOKBACK BOG

Brewess, the large rotund crone, should be Ciri's first target. She's the easiest target due to her size, and Ciri can easily evade her melee attacks while attacking relentlessly. You can also use Ciri's teleport slashes to wreck havoc on all three crones at once, but you will defeat them faster by focusing your melee attacks on one at a time, using a mix of fast and heavy attacks.

All three crones will manipulate the bloody waters of the chamber you fight them in to strike at Ciri while they flit about the area. Keep your eyes out for disturbances in the water, and avoid standing in them. They can also seemingly explode into a flock of crows that deal damage to Ciri, typically in response to damage they sustain.

For all their bluster, the greatest threat when dealing with the three crones is overconfidence. They do hit fairly hard, if they are allowed to hit. Ciri's speed and ability to teleport can make her safe from anything the crones can throw at her. Stay on the offense, but not to such an extent that defense is neglected.

After the fight, you inspect the corpses. Alas, it seems Weavess isn't quite dead. She throttles you and sends you sprawling. You quickly retaliate with a throw of your sword. The last crone is skewered, but escapes with the crows, still clutching Vesemir's medallion.

DEFEATING THE CRONES: THE BEST BATTLE TACTICS

The Crones are as old as deadly. These sisters use ancient magic from a distance and their deadly clawing nails in melee.

Crones take advantage of their number, by simultaneous attacking.

During battle, they transform into swarms of ravens to disorient you.

The Crones' power lies in their unity, so try to take them down one by one. The best occasion to strike is when they are separated from each other; use your Blink ability for better positioning.

GERALT'S QUEST: A CUT ABOVE THE REST

OBJECTIVE:

- Find Imlerith.
- Kill Imlerith.

You control Geralt. Follow the path up Bald Mountain. The area is blasted and dead, with only a massive gnarled tree dominating the peak. Take the wooden bridge, and climb the series of rock ledges lead up to a large bonfire, and a confrontation with evil.

Imlerith

As his succubi slink away, Imlerith asks where Ciri is.

- You can lie (which Imlerith sees through immediately).
- You can admit she is here (angering Imlerith who demands to see her).

GERALT THE STONE COLD KILLER

You would be wise to prepare potions and meditate just before you reach the bonfire and the final confrontation with Imlerith. Imlerith is vulnerable to the following:

Potion: Golden Oriole

Bomb: Grapeshot

Oil: Draconid

Sign: Aard

DEFEATING IMERITH OF THE WILD HUNT

Combat now begins. Imlerith's heavy armor, war mace, and shield all serve to make him look intimidating and slow. That illusion should be forgotten as soon as the monstrous Wild Hunt commander teleports behind Geralt at the start of the fight and swings for his head with that massive mace. As soon as you can, make use of any potions that can boost your survivability, Tawny Owl, Swallow, Full Moon, and Blizzard are all good choices. Players confident in their ability to keep damage to a minimum can imbibe Thunderbolt to make each strike count.

The mace cannot be parried or countered, only dodged or rolled away from. Stay relatively close to Imlerith, dodging his swipes and jabs of the mace. The goal initially is to flank him so you can strike at the huntsman behind the shield.

Imlerith's shield stops everything you can throw at it, bombs, explosive bolts, even Signs. He will occasionally use the shield in the middle of melee combinations to knock Geralt to the ground.

Attacking Imlerith is about taking advantage of openings. You can either evade, then strike, or you can catch him in between his own attacks with a fast attack of your own. The latter strategy can go very poorly if your timing is at all off.

When Imlerith teleports, he gains a frost coating and aura on his armor. You can burn that off with Igni.

Repeated strikes against his shield causes it to warp and bend, eventually making it possible to knock it aside and possible leave an opening for an attack.

At roughly 20 percent of his Vitality, Imlerith throws down his shield in a fury, abandoning defense for an all out assault. He begins swinging the mace wildly, interspersing his attacks with teleports behind Geralt. Again, do not attempt to parry or counter these attacks.

In this final phase of the fight, focus on dodging and rolling to keep Geralt out of harm, until Imlerith takes a massive overhead swing that gets the mace stuck in the ground. That is the opening to score a heavy strike on the general. He recovers the instant you strike him, so be prepared to evade another attack from behind when he teleports.

Above all else, remain patient. Imlerith cannot be interrupted from his furious swipes and teleports in the final phase, so wait for him to make himself vulnerable before attacking.

DEFEATING IMLERITH: THE BEST BATTLE TACTICS

Eredin attacks with the following:

The Mace: Imlerith is a big and brutal warrior, relying on his physical strength and using magic only for short-range teleporting. His mace and shield give him a deadly combination of offensive and defensive prowess.

Heavy and Quick: Despite his size, he can perform fast attacks chained into combats, often preceded by a teleport behind your back.

Ice Armor: Every time he teleports, ice armor coats his form, offering extra protection from you.

After Damage: Once he receives major damage, he changes his battle style; with vivid and rapid strikes; at this point dueling is impossible.

Weaknesses: Imlerith's biggest shortfall is his vanity; he concentrates much more on impressive flourishes to his strikes than effectiveness; many of his attacks leave him unguarded, or can be easily dodged. Though his shield gives him good protection, flank him from the left to reach his right arm and back, and push your attack through.

Signs: Use quick Igni to melt his ice armor, or channel Igni to allow you to better position yourself when Imlerith hides behind his shield. Yrden, Aard, and Axii aren't very effective; use mostly Igni and Quen. Channel and also use quick Quen to increase your defense.

Bombs: Blind him for a moment with Samum bombs, giving you extra time for positioning. Well-timed (and aimed) Dancing Stars or Grapeshots also work well to break a combo and deal damage.

Without a shield: When he drops his shield, concentrate on defending yourself. After a few charges, Imlerith gets exhausted, and this is the only time you are able to perform a counter-strike.

Skills: Fleet Footed skill mitigates damage if you're struck while dodging.

Alchemy: Heal your wounds with Swallow or White Raffard's Decoction.

Advanced Tactic: Use Thunderbolt and Tawny Oil interchangeably to maximize your effectiveness; you can cast Quen more often, and therefore have more occasions to utilize heavy attacks enhanced with Thunderbolt.

Advanced Tactic: Samum bombs are a great combo starter. When Imlerith is blinded, go behind and attack his back, channel Axii, and you have a few extra seconds before he can block your spell again.

Teleports: Reduce their effectiveness by trying to jump into his direction, just as he begins to conjure the rift.

END: COMPLEMENTS, CONTEMPLATION, AND THE ACORN

Ciri joins you on a bluff overlooking Velen. With two witches dead, Ciri is disappointed that the third escaped. You can praise her or tell her she avenged Vesemir, or let her know how lucky you both were. You both sit quietly, Geralt contemplating what to tell Yennefer. Ciri wonders if the other sorceresses have been found. They should join Yen and Triss in Novigrad.

- **Remark "yeah, let's go", and set off now. You immediately meet two villagers on the descent.**
- **Tell her "not quite yet", and you are able to walk around Bald Mountain, and search Imlerith's corpse. Aside from the following, you uncover a strange acorn. If you've been listening to the villagers, this seems to be an important seed (especially as the ancient oak atop the mountain is now dead).**

ITEMS: Magic Acorn

As you descend, two villagers stop and ask you about the acorn. You can:

- **Tell them you don't know or will have to live without the acorns (the only option if you didn't search Imlerith's corpse.**
- **Give them the acorn, with your blessing, so another sacred tree may grow.**
- **Keep the acorn, and eat it yourself to obtain two additional Skill Points.**

The quest then concludes.

MAIN QUEST: FINAL PREPARATIONS

Related Quests: Main Quest: Bald Mountain, Main Quest: Blindingly Obvious, Secondary Quest: A Final Kindness, Main Quest: The Great Escape, Main Quest: Payback, Secondary Quest: Three to Tango, Main Quest: Through Time and Space
Locations: Rosemary and Thyme (Novigrad)
Characters: Cirilla, Zoltan Chivay, Dandelion
Enemies: None

TYING UP LOOSE ENDS

OBJECTIVE

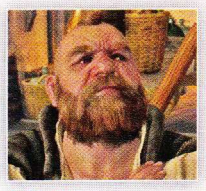
- Nearest Signpost: Gate of the Hierarch.

QUESTING DECISIONS

This quest starts automatically once Main Quest: Bald Mountain concludes.

- **During Secondary Quest: Now or Never, did you decide to be romantically involved with Triss? Also, during Secondary Quest: Last Wish, did you decide to be romantically involved with Yennefer?**
  - **If you answered yes to both, Secondary Quest: Three to Tango is available during this set of quests.**
  - **If you answered "yes" to one of these, or "no", then Secondary Quest: Three to Tango, is not available.**
- **During Main Quest: Get Junior, did you kill Whoreson Junior?**
  - **If you did, you speak with Dudu the doppleganger during this set of quests.**
  - **If you didn't, you speak with Whoreson Junior during this set of quests.**
- **During Secondary Quest: For the Advancement of Learning, did you convince Keira Metz to travel to Kaer Morhen, or did you let her go to King Radovid?**
  - **If you chose to ask her to Kaer Morhen, she has already departed from Kaer Morhen on adventures with Lambert.**
  - **If you chose to let her visit Radovid, she has been executed and impaled by the witch hunters, and is now on display in Novigrad. Secondary Quest: A Final Kindness is available during this set of quests.**
- **In *Witcher 2*, did Sile de Tancarville survive?**
  - **If she did, she can be found together with Margarita during Main Quest: The Great Escape.**
  - **If she didn't, or you don't have a *Witcher 2* save game, she isn't in the prison with Margarita.**
- **During Secondary Quest: Now or Never, did you rescue the mages and sorceresses trapped in Novigrad?**
  - **If you did, Radovid and the witch hunters in Novigrad have turned to prosecuting and burning nonhumans instead.**
  - **If you didn't, Radovid's presence in Novigrad is all-encompassing, and the mages and sorceresses trapped in Novigrad attempted to flee, but failed. They are burned at the stake.**
- **During Secondary Quest: Reason of State, did you help with the plot to assassinate King Radovid?**
  - **If you did, this questline continues after talking to Dijkstra during Main Quest: Blindingly Obvious.**

Cirilla



Zoltan Chivay

Dandelion

It is one week since you slew Imlerith atop Bald Mountain. You both return to Novigrad. Ciri remarks on the changes as you enter the Gate of the Hierarch:

- **If you helped the mages to escape during Secondary Quest: Now or Never, you both walk past the burnt bodies of nonhumans on your way into Novigrad, showing that once again humans have turned on their neighbors in an attempt to find scapegoats.**

You enter Dandelion's establishment, the Rosemary and Thyme, where you're greeted by Zoltan. Answer the dwarf how you wish, before Ciri retires to bed upstairs. Speak with Dandelion, asking about the sorceresses or if anything happened. You're told Triss is upstairs, Yennefer has left for Crippled Kate's, and Avallac'h is in the brothel's best room. It looks like you have your hands full, as three Sister Quests commence.

DECISIONS, DECISIONS

Main Quest: Final Preparations is simply a tracking quest, updating Main Quests: Blindingly Obvious, The Great Escape, and Payback. You may now begin any of the three quests in any order. If Secondary Quest: Three to Tango is available, it becomes active once Blindingly Obvious, The Great Escape, and Payback conclude.

MAIN QUEST: BLINDINGLY OBVIOUS

Locations: Rosemary and Thyme (Novigrad), Passiflora Fountain, Dijkstra's Bathhouse
Characters: Triss Merigold, Sigismund Dijkstra, Bart the Rock Troll, Philippa Eilhart
Enemies: Dijkstra's Henchmen

HYDROMANCY AT THE PASSIFLORA

OBJECTIVES:
- (Final Preparations): Talk to Triss.
- (Blindingly Obvious): Go to the bathhouse with Triss.

Triss Merigold

Head upstairs to the first landing, open the door and step into the hallway, and open the next door on your left. Triss isn't pleased. She scolds you for potentially putting Ciri in danger while facing down Imlerith. Answer how you wish, before changing the subject to her success in summoning members of the Lodge (or optionally, the state of Novigrad). All of the sorceresses are otherwise engaged, except for Philippa and Margarita.

While Yennefer finds Rita, Triss has been tasked with searching for Philippa. Choose the long or short version of the clues to Philippa's whereabouts:

- She sought help in Novigrad from a former lover—the sorcerer Arthur de Vlesster. He convinced her to transform into an owl for her safety, then attached a dimeritium band as revenge, so she couldn't transform back. Vlesster was slain during the mage hunts, his estate auctioned, and as fate would have it, Zoltan bid on the owl. Of coure, Zoltan lost the owl in a card game a few days ago. But Triss does have one of Philippa's feathers. She plans a spot of hydromancy to find her. For that, a fountain must be found. You suggest the area outside the Passiflora. Head there immediately to continue the quest, or meet later to stall it.

If you let Keira Metz go to Radovid during Main Quest: For the Advancement of Learning, a sorrowful Triss also informs about the sad fate of Keira at Radovid's hands. Over-confident in her persuasive powers, she was confronted with the truth that Radovid did not care for any sorceress. He had her impaled and made an example of, watching her die a slow and painful death at the stake in Hierarch Square. Triss begs you to help her take Keira's body off that spike so she may give her friend a last farewell. This activates Secondary Quest: A Final Kindness (detailed after this one).

PHILIPPA DOESN'T GIVE A HOOT

OBJECTIVES:
- Look for Philippa in the bathhouse.
- Catch Philippa Eilhart.

You meet Triss at the fountain, and she utters and incantation, viewing scenes from Dijkstra's Bathhouse. This isn't good. Triss hopes he hasn't hurt her.

If you convinced Triss to stay with you after Secondary Quest: Now or Never, and didn't ask Yennefer to be with you during Secondary Quest: Last Wish, Triss will "fudge" the divination a little, showing a House in Kovir. After some verbal prodding from you, she confesses that the King of Kovir offered her a position as the head of the Lodge and Council, and she hopes you might join her there. Choose an answer as you wish. Triss will attempt anything to ensure you have a place to come home to.

Jog with Triss roughly southwest, passing St. Gregory's Bridge, down the cobblestone battlements, and around to the bathhouse underneath. As you arrive, Dijkstra's men are fleeing the entrance, amid the muffled sounds of explosions.

Head inside, and shout at Dijkstra, who is hiding behind the one wall Philippa isn't about to disintegrate. He's adamant no more sorceresses should be prowling his establishment. Answer how you wish (Triss stays by him), and leap over the shattered wood-screen wall into the main bathing area. Philippa has addled the brains of Dijkstra's henchmen. There's little you can do except fight the three of them (though fleeing is an option).

Bart the Rock Troll

Run east, into the hexagonal steam bath chamber, and drop down the drained pool, into the cellar where you met Bart the rock troll back in Main Quest: Get Junior. You are waylaid by two more henchmen that drop. Move to the hole in the wall, now guarded by Bart the rock troll, who is even more brain-addled than usual. You can:

- Choose to demand the troll let you pass. This leads to combat with the creature.
- Decide to try and convince the troll that you want to help Philippa, and Bart grudgingly lets you pass. Bellyaches are the worst, after all.

Head north and east down the effluent tunnel, then around to the west to a large chamber with a balcony, upon which Philippa is standing.

OBJECTIVE:
- Sneak up on Philippa without making too much noise.

She doesn't believe you want to help her, and to prove this point she summons a club-fisted golem to pummel you. Deft dodging and multiple Signs are needed to supplement your swordplay as you whittle this foe's energy down, while avoiding the purple columns of energy Philippa also summons to hurt you with.

Once the golem is gone, you realize Philippa "sees" using magic, but her vision isn't foolproof, and she relies on sound to spot you. So, head up the stone steps towards the upper balcony where Philippa is mocking you. Leap the gap across the steps, and walk clockwise around the balcony. Move at a quicker pace than a walk, and she hears you. You're promptly struck and must begin this sneaking again. Continue around the balcony, until you're close to her. Then you leap and bring her to the ground.

WITHIN EARSHOT: CLOSING IN ON PHILLIPA

As long as you move quickly, you can avoid her attacks. Be aware of the rubble on the upper floor and the chains dangling from the ceiling. If you hit those, Philippa knows where you are and attacks accordingly.

END: BREAK A LEG

OBJECTIVE:

- Sneak up on Philippa without making too much noise.

You convince Philippa to meet Triss outside, but your exit is halted by a furious Dijkstra, who isn't best pleased about the assassins Philippa sent to kill him.

Philippa Eilhart

Sigismund Dijkstra

Tell Dijkra to back off (pleasantly or otherwise):

- Be pleasant, and reveal that Ciri has returned, and Dijkstra lets you through.

If you previously helped in the plot to assassinate King Radovid (Secondary Quest: Redania's Most Wanted), Dijkstra now tells you there is a great need to continue with this plan, but not with Philippa present. He tells you to meet him later. This begins Secondary Quest: Reason of State.

- Be unpleasant, violently shoving Dijkstra—with a kefuffle ending in you breaking his other leg!

Triss meets you at the bathhouse entrance, conjures a portal, and removes Philippa (who stays at Dandelion's place from this point on if you want to chat to her). This quest concludes.

DANGER ALERT — SPOILER ALERT

SECONDARY QUEST: A FINAL KINDNESS

THIS MUCH WE CAN DO

OBJECTIVES:

- Meet Triss on the main square at midnight.
- Get rid of the guards.

You meet Triss at Hierarch Square where you can already see Keira on display, guarded by two of Novigrad's "finest". Triss tells you she is worried they might recognize her easily and asks you to take care of the guards.

Approach the guards and talk to them. Ask what crime this woman committed to hear their warped version of justice. You can deal with them in whatever way you wish. If you choose to fight them, keep the fighting contained to the main square. Once you have either convinced or defeated the guards, Triss will take Keira's body down and take her away. You receive an additional XP reward for your troubles.

DANGER ALERT — SPOILER ALERT

MAIN QUEST: THE GREAT ESCAPE

Locations: Crippled Kate's (Novigrad), Rosemary and Thyme, Novigrad Gate (Oxenfurt), Deireadh Well, Deireadh
Characters: Yennefer of Vengerberg, Abbé Faria, Margarita Laux-Antille, Sile de Tancarville
Enemies: Grave Hag, Drowners, Ghouls, Necrophage, Witch Hunters, Redanian Soldiers, Redanian Commander
Recommended Items: Superior Swallow

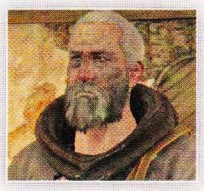
THE GREAT ESCAPE

OBJECTIVES:

- (Final Preparations): Talk to Yennefer.
- (The Great Escape): Catch the runaway.

Move across Novigrad to the Lacehalls brothel District, and search out the seedy brothel known as Crippled Kate's. A cowled Yennefer is sitting at one of the tables. She asks whose idea it was to kill Imlerith. Answer how you wish; she's happy you were there by Ciri's side. Talk turns to locating Margarita's whereabouts—a prison called Deireadh in Oxenfurt—and the identity of a man who escaped from there. Abbé Faria.

Yennefer of Vengerberg



Abbé Faria

The weatherbeaten man enters the brothel.

Alas, after you start asking him questions, he flees from here just as quickly.

Quickly exit Crippled Kate's via the canal side and sprint eastwards along the edge of the canal. There are ways to capture this fleeing suspect:

- If you're able to run in a straight line, and grab him when you're close, you're able to tackle Faria in about five seconds.
- (Aard) If you're quick and cast Aard on him, he trips and falls, making capture easy.
- If he's too far away, he rushes to a ladder and begins climbing a nearby set of wooden scaffolding, and up onto a roof. Follow him until Yennefer stops him with her magic.

After Yennefer convinces him you're not bandits, you return to Kate's. You tell Faria you need to enter the prison he just escaped from. Quiz him about the prison—the pile of corpses thrown into a sewer pit, the torture going on, and the blind drunk guards on certain holidays. Yennefer also mentions some elven ruins that might allow secret access into the jail. Faria bids farewell, and Yennefer tells you to meet her at the bridge to Oxenfurt.

ROLL OUT THE BARREL

OBJECTIVE:

- (Optional) Ask Zoltan for help.

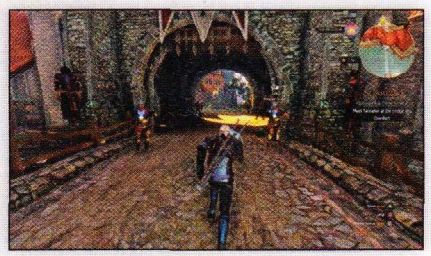
Before you rendezvous with Yennefer, you may wish to return to the Rosemary and Thyme, and speak to Zoltan. Tell him you're after some beer for the prison break.

- **If you helped the mages escape Novigrad during Secondary Quest: Now or Never, Zoltan convinces you that it isn't a good idea for nonhumans (like him) to hang around near the prison—a hotspot for witch hunters.**
- **If you didn't help the mages escape, he agrees to load a cart of beer and head to Deireadh. Once there, Yennefer will give him a signal to drive through, and ply the guards with alcohol. He's happy to help.**

DEEP BELOW DEIREADH PRISON

OBJECTIVE:

- Meet Yennefer at the bridge into Oxenfurt.



It's a reasonably short ride southeast along the Pontar river to reach the outskirts of Oxenfurt. Follow the road for best results, locating and riding across Novigrad Gate (*the confusingly-named eastern entrance to Oxenfurt*). Yennefer is just beyond.

- **If you didn't help the mages escape during Secondary Quest: Now or Never, you ride or walk past the impaled bodies lining the streets into the city. Yennefer laments the grotesque displays of sorceresses on spikes.**

Next, you speak about entrances to the prison. Yennefer has found several. You can begin now, or stop and return to Zoltan for help. If this has occurred already, you tell Yennefer the dwarf is ready with the beer.

OBJECTIVES:

- Enter the prison through the well.
- Search the ruins.
- Find the missing part of the mechanism using your Witcher Senses.
- Repair the mechanism and open the doors.

Follow Yennefer across town, until you reach the well in question. It seems you're the only one getting wet. She hands you a device that you can activate when you find Margarita. Then take the plunge and drop down into the well.

Surface, swim northeast, and climb up into the remains of a once-spectacular elven sanctuary. Head roughly southeast, into a tiered chamber inhabited by a grave hag. She's guarding a stone archway with a broken mechanism. That needs fixing in a moment. Then wade down the corridor to the northeast, which soon turns into a short swim. Climb up and into a tunnel second, curving around to the left. Enter a stagatite chamber where three drowners are waiting to be slain. Then search the lever mechanism on the wall, left of the arch you entered from (northeast). Remove the lever, which should come in handy in a moment.

ITEM: Quest Item: Lever

Move through an archway to the southwest, into a partially waterlogged room. Turn left (southeast), cross a small stone bridge with a pile of bones on it, and back into the tiered chamber where the grave hag's corpse is. Now you can access the mechanism to the south, insert the lever, and open the stone door.

SLAUGHTER FOR THE SORCERESSES

OBJECTIVES:

- Enter the sewers.
- Find the sorceress Margarita.

To your right is a half-submerged cavern. Turn left and jog towards a brittle-looking brick wall. A short shove with Aard, and it falls apart, allowing access into the sewers, and a battle against three ghouls and a necrophage. The grated tunnel is a dead-end, so head roughly east and northeast, upstream through the effluent. Turn right and enter the sloping tunnel of dirty water to the south. This must be the body chute. You soon spot a corpse and a bloodied ledge to climb up. You emerge in a torture chamber.

- **If Zoltan already arrived with the alcohol, there is no one in this chamber.**
- **If Zoltan didn't help, there are two witch hunters surprised at your entrance. Quickly slay them.**

THE DRUNKARDS OF DEIREADH PRISON

Prepare for a battle with a number of witch hunters. The following gives you the larger of the numbers to expect. However, if Zoltan plied them with alcohol, expect there to be fewer enemies, and a number of them sleeping in a drunken stupor.

Margarita Laux-Antille

Sile de Tancarville

Push the southwest door open. Climb the wooden stairs and through another door, and into the main prison level. Prepare to bring the hurting to three witch hunters. Defeat them before exploring further into this cellblock. Access the grating along the main corridor, just across from the door you entered from. Margarita looks up from her cell. Is she *hallucinating? No, you tell her. But you can't free her without the warden's key.*

- **If Sile de Tancarville survived during *Witcher 2*, she is also with Margarita.**

OBJECTIVES:

- Get the key.
- Search the commander's body and find the key to the cell door.
- Open the cell.

Head to the northeast exit door, and up another wooden stairwell. Peer outside to the prison grounds.

- **If Zoltan helped you with the hooch, you find a number of guards standing in drunken celebration. You can simply move past them, as long as you don't venture too close to them. Sneak up the stairs and ascend to the Prison Commander's Office. Dispatch him quickly to retrieve the key from his body. Of course, you can simply start fighting the drunk guards at any time, if stealth isn't part of your plans.**
- **Without Zoltan's help, there's around eight well-armored Redanian soldiers here. Don't head there yet. Instead, enter the adjacent stairwell, ascend to an upper room and deliver some punishment to a pair of witch hunters (so they don't outflank you in a moment). Then descend, head outside, and start the mother of all battles against the cream of Oxenfurt's prison guard! Expect a further six reinforcements along the battlements, and a couple of crossbowmen on the roof.**

THE BATTLE OF DEIREADH PRISON

Is this battle getting out of hand? Retreat into the prison where you came from (or up onto the crenelations), use your crossbow to drop the Redanian soldiers from distance (especially those carrying ranged weapons), and then battle your foes one or two at a time using the stone walls as cover. Or you could try climbing onto a shed roof and using ranged weapons, which is foolish but sometimes effective.

Afterwards, search the corpse of the Redanian commander for a cell key. Grab it, retrace your steps, and unlock Margarita's cell. You pull out your summoning device, and Yennefer arrives by portal. Yennefer gathers up Margarita, and teleports away, leaving you to mop up.

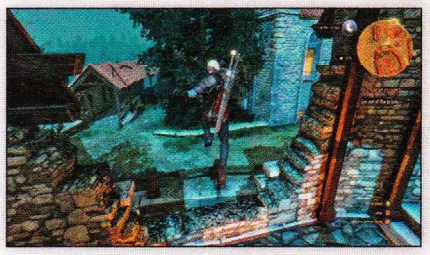
- **If Sile de Tancarville survived during *Witcher 2*, she pleads with Yennefer for a quick death. You can choose to administer this, or leave Yennefer to do it instead.**

QUEST CONCLUSION: PRISON BREAK

OBJECTIVES:

- Get out of the prison.
- (Final Preparations): Wait for daylight.

Retrace your steps back up to the courtyard, and bring a quick death to any foes that remain. Or, if you're encountering drunks everywhere, simply sneak past them along the battlements to the breach in the wall.



- **If you requested help (and beer) from Zoltan, he is waiting in the courtyard (complaining how the plan went south if you interrupted the reveling witch hunters and killed them instead), and he had to kill a great many guards. Some are inebriated, making them more straightforward to slay. Afterwards, Zoltan offers you a ride back to Novigrad. Accept to conclude this quest. You receive more XP if you got the witch hunters drunk and snuck by them.**

When the coast is clear, run along the battlements and up into the warden's office, where you can inspect a list of prisoners if you wish (on the bedroom table). Return outside. The main gates (to the northwest) are barred shut. Run around the battlements until you reach a broken section of the western wall. Leap out onto the main street, and this quest concludes.

Alternatively, you can trace your steps back into the sewers, to the torture chamber, where you can find a key that opens the doors in the sewers that were previously locked. Travel along the tunnel to a second door, pass it and turn right to enter the cellar of a nearby house. Then climb up into the house and leave it inconspicuously.

Now leave Oxenfurt if you wish, but be sure to wait for daylight (meditating or manually waiting) to continue.

ITEM: Usables: List of Prisoners

DANGER ALERT — SPOILER ALERT

MAIN QUEST: PAYBACK

Locations: Gildorf Square, The Bits, Temple Isle, The Golden Sturgeon, Farcorners Juggler Camp, Novigrad Stables
Characters: Cirilla, Cyprian Willey (Whoreson Junior), Dudu (Whoreson Junior), Bea, Valdo, Aegar
Enemies: Whoreson's Henchmen, Thugs, Novigrad Guards

FADING MEMORIES: WHORESON JUNIOR

OBJECTIVES:

- (Final Preparations): Help Ciri take care of her business in Novigrad.
- (Payback): Follow Ciri to find Whoreson Junior.

Ciri can be found over at the Gildorf Square, where she is purchasing a trinket. She wishes to find the people who helped her in the past. Tell her to lead the way if you wish to continue this quest. Your first memory from the past—Whoreson Junior!

If you killed Whoreson Junior in Main Quest: Get Junior, follow Ciri to Temple Isle, where she reveals that you are to see Whoreson Junior. You can object, knowing you put a sword through him, but Ciri wishes to check regardless. At Whoreson's headquarters, you're greeted by two of his henchmen at the door.

Whoreson Junior (Dudu)

You can:

- **(Axii Delusion Level 3) Convince them to let you through without incident.**
- **(Fight) Or draw a weapon. During the kerfuffle, Ciri warns you of an incoming attack, and as soon as she calls you "Geralt", the henchmen suddenly stop attacking. They claim this was a horrible misunderstanding, and let you through.**

Whoreson Junior (Cyprian Willey)

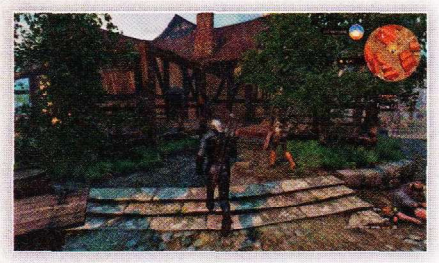
Follow Ciri to the top floor of the building, where you find… Whoreson Junior! You know this man cannot be the thug you executed! But this disgusting specimen throws insults at you both with the best of them. Ciri reckons you should finish what you started, when suddenly the man claims to be Dudu in disguise! You may not believe him, reciting a story known only to you.

But why would your doppler friend use this pitiful bag of bones to impersonate? Because of his previous predicament. Dudu now runs Whoreson's empire, changing it to legitimate businesses. He's confident the ruse won't be rumbled. Bid him farewell and continue on after a bit of catching up with the doppler.

- **If you let Whoreson Junior live in Main Quest: Get Junior, follow Ciri into The Bits district, passing a shrine to the Eternal Fire, as she searches for the wretch to failed to help her. Stroll down a narrow alleyway (there may be henchmen in the vicinity to slay), and you spot a group of children harassing a drunkard. You recognize the accent in those slurred curses. It's Whoreson! But this woeful tramp is slumped at the side of an alley. He hasn't lost his knack for spitting verbal bile, but it lacks the bite when small urchins are throwing stones at him. Ciri deems it unnecessary to kill Whoreson. His current predicament is worse. Bid him farewell and continue on.**

FADING MEMORIES: BEA THE WAITRESS

OBJECTIVE:
- Follow Ciri.



Bea

Follow Ciri eastwards, winding through the alleys until you reach the Golden Sturgeon. Enter the tavern, where a trio of thugs are harassing the poor waitress. Step in, and face some verbal abuse. Then speak:

- "Leave on your own" you tell them, with Ciri backing up your story as a witcher of ill repute. The thugs beat a hasty retreat.
- "Or I'll throw you out" you threaten them, leading to a short and violent confrontation with them. Defeat them easily.

Ciri speaks to Bea, who seems rather taken with you. But not as much as Ciri might be with the waitress. Answer how you wish. Ciri gives Bea a trinket, but you refrain from a meal of slaughtered piglet.

FADING MEMORIES: VALDO'S TROUPE

OBJECTIVES:
- Follow Ciri.
- Talk to Valdo.

Aegar

Valdo

Follow Ciri in a roughly southern direction as she recalls her past hardships. You leave Novigrad via the Portside Gate, making a quick turn to the right (west), looking for a small carnival camp of nonhumans among the small huts along the Pontar river. She spies Valdo, and runs in to see him and another elf named Aegar. After an amusing introduction, Ciri is greeted warmly. Answer how you wish. You pick up slight tension between the two elves as Aegar leaves to trade for horses.

- Speaking of which, Valdo refuses Ciri's coin and instead wants to know if you're ready to race? The coin goes to the winner! Accept (and begin the race) or decline (and skip the race).

OBJECTIVE:
- (Optional) Take part in the race.

The race takes place along the Pontar, then the track heads east, up through the woods, passing Lucian's Windmill, and ends back at the camp. The entire run takes about 40 seconds if you're constantly galloping. Press your horse into a gallop at the start, ease off at the windmill, and gallop to the finish to beat Valdo, who is an exceptional rider. However, even if you win, Ciri insists the money goes to Valdo.

Valdo begs you stay for some wine. A few hours pass and evening falls. You feel rested and charmed by these elves, despite one being a juggler. Converse with Ciri about her life, answering as you wish. After a long chat about her life, Aegar returns with a face like a zebra's slapped arse. He's been unable to secure any horses. Perhaps you'd help them steal some?

You can:

- **Agree to steal some horses. Ciri seems giddy at the plan. You automatically arrive at the stables in Novigrad.**
- **Refuse completely, and Aegar's demeanor darkens to anger. You're challenged to a fistfight. Win or lose, you're both banished from camp. You both head back to the Rosemary and Thyme, in Novigrad.**

OBJECTIVES:
- Sneak into the stables.
- Use your Witcher Senses to find a way to open the stable doors from the inside.

While Aegar keeps watch, climb the small shed,onto the roof overhang, onto the small platform, and into the stables. Peer down at the horses, then climb down to the ground, near a sleeping Novigrad guard. The door to the north is locked. However, the keys are in the horse stall to the southeast. Grab them.

ITEM: Quest Item: Stable Key

OBJECTIVE:
- Calm the horses with the Axii Sign (3).

If you make too much noise while inside the stables (jumping, throwing bombs, dropping to the ground, or other similar sounds), the horses panic and the guard wakes up. Knock him down with some punches. Then, quickly use the Axii Sign to calm the three nearest horses. Once done (or immediately, if the horses are calm to begin with), Ciri and Aegar quickly enter the stables, the main doors burst open, and you ride the horses out and away from the hapless guards, who give up pursuing. Ciri seems gleeful and excitedly recalls the exploits back at the camp. You can agree or disagree with this horse rustling. With that, Ciri tells you she'll meet you back at Dandelion's inn. This quest concludes.

! Main Quest: Final Preparations (continued)

COME IN TO THE COVEN

OBJECTIVE:

- Meet Yennefer and the Lodge of Sorceresses at Dandelion's Inn.

FATE OF THE SWALLOW: CHOICE #3 AHEAD!

You are about to make another of the five most important choices in your adventure, and one that has direct consequences on the Ending, and the fate of Ciri! If you wish to know more, reference the Endings section of this strategy guide.

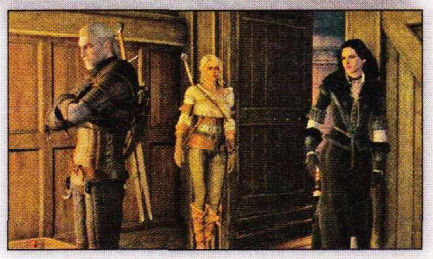
Return to the Rosemary and Thyme. Ciri is waiting atop the first flight of stairs, and seems agitated. She says the sorceresses wish to speak to her. Answer how you wish, then choose whether to go with Ciri or let her speak to them alone:

Choose to remain on the landing, and you spend time spying through a keyhole, without backing Ciri up with conversation. This confirms your belief that Ciri can handle herself, and improves her confidence.

Ciri's Fate (3 of 5): Positive Choice (+1)

Accompany Ciri, and you can help back up her thoughts during the subsequent conversation. This unfortunately undermines her confidence, as you speak for her throughout the meeting with Philippa and Margarita.

Ciri's Fate (3 of 5): Negative Choice (-1)



The sorceresses extend an invitation for Ciri to join the Lodge, as a partner. There are downsides (this is a criminial organization, and there's a hierarchy), but Philippa tells Ciri she could achieve greatness, and that her powers could be honed. Ciri tells them Avallac'h is responsible for her magical advancements. But can the elf be trusted? Confused and a little dismayed, Ciri leaves the meeting. Then Yennefer arrives. She tells you to check on Avallac'h. Main Quest: Final Preparations continues to track your progress, and Main Quest: Through Time and Space begins.

DANGER ALERT — SPOILER ALERT XXX

! Secondary Quest: It Takes Three to Tango

Locations: Rosemary and Thyme (Novigrad), The Kingfisher Inn
Characters: Triss Merigold, Yennefer of Vengerberg, Dandelion
Enemies: None
Recommended Items: 150 Crowns

I'M A LITTLE TIED UP AT THE MOMENT

OBJECTIVES:

- Bring some good wine to your rendezvous with Triss and Yennefer.
- Meet Triss and Yennefer in the Kingfisher.

DECISIONS, DECISIONS

During Secondary Quest: Now or Never, did you decide to be romantically involved with Triss? Also, during Secondary Quest: Last Wish, did you decide *to be romantically involved with Yennefer? If you answered "yes" to both* these questions, Secondary Quest: Three to Tango is available.

After speaking with Ciri, you are approached by both Triss and Yennefer. You're immediately suspicious, but they seem to be playing coy. They tell you there's little point in them both fighting over you, they want to share you. While they prepare one of the rooms upstairs at the Kingfisher Inn for a rendezvous to remember, you're to provide the wine. Head across Novigrad to the Kingfisher Inn, and speak to the barkeep. Ask to trade, and purchase a bottle of his finest—this is around 60 crowns. If the objective doesn't update, buy a different vintage until it does. Then head up the first flight of stairs, along the landing, and open the door on the right (north).

ITEM: Quest Item: Wine (Erveluce or Est Est)

You give the door a quick knock. Then push it open. You're greeted by Yennefer, in some naughty night attire. She purrs and coos while Triss (also dressed in next to nothing) extracts the wine from your hands. You're pushed onto the bed. Triss and Yennefer lightly stroking you. Hold on, what's this? Manacles? Well, if it pleases the ladies...

Triss and Yennefer open the wine. You inquiry about getting yours. They reply that you're about to get what you deserve. And with a wry smile and a cute smirk, Triss and Yennefer leave you chained to the bed, leaving you to ponder on how you should treat powerful sorceresses in the future.

Dandelion discovers you next morning. Feel free to try some idle threats during your chat, during which he says you've a lot to learn about the fairer sex. After putting on some pants, you decide to pay a visit to Avallac'h.

! Main Quest: Through Time and Space

Related Quests: Main Quest: Final Preparations, Main Quest: Battle Preparations
Locations: Rosemary and Thyme (Novigrad); Rudolf de Jonkheer's House, Ddiddiwedht Desert, Mysterious Dark Valley, Underwater Cave, Tedd Deireadh , Tir Na Lia (Viceroy Ge'els' Palace)
Characters: Avallac'h, Viceroy Ge'els, Cirilla, Corrine Tilly
Enemies: Sandcrabs, Hounds of the Wild Hunt

MUCKY PICTURES

OBJECTIVES:

- (Final Preparations): Talk to Avallac'h.
- Nearest Signpost: Hiearach Square.

QUESTING DECISIONS

This quest starts automatically once Main Quest: Final Preparations begins, once you arrive in Novigrad with Ciri.

Avallac'h

Preparations are almost complete. But Avallac'h the elf must be spoken with. Find him up the stairs in the Ruby Suite of the Rosemary and Thyme. He's staring at some rather racy parchment sketches. A tense conversation occurs, until Avallac'h commends you on your adept elimination of Imlerith. Answer how you wish. Avallac'h speaks of a weakened Eredin, but two others remain. Caranthir the loyalist and Ge'els—a follower of Avallac'h's former king whom Eredin poisoned. Ask further questions, then choose whether you want to kill Ge'els or make a deal with him. Avallac'h has tracked Ge'els to the land of the Aen Elle. Getting there may be a problem, since you don't share Ciri's world-hopping abilities. But Avallac'h has hatched a plan, a passage to the Alder's World will open soon, located close by. You have a chance to prepare and meditate, or automatically head there now.

OBJECTIVE:

- Follow Avallac'h.

Follow Avallac'h to a house you recognize. It is Rudolf de Jonkheer's dwelling, where Sarah the Godling held Corrine Tilly in a tizzy. Go into the property, locate the trapdoor ladder down to the cellar (and oven where you found Sarah), and use Aard to remove the crack in the wall leading into a sewer tunnel and the portal. There's no turning back. Enter when you're prepared.

If Sarah the Godling was allowed to remain in this abode, during Main Quest: Novigrad Dreaming, you may speak to both her and Corrine Tilly, who are living here together. However, this isn't required to complete this quest.

DANGER IN THE DDIDDIWEDHT DESERT

OBJECTIVES:

- Find the next passage.
- Wait until the passage opens.
- Kill the monsters.
- Nearest Signpost: Ddiddiwedht Desert

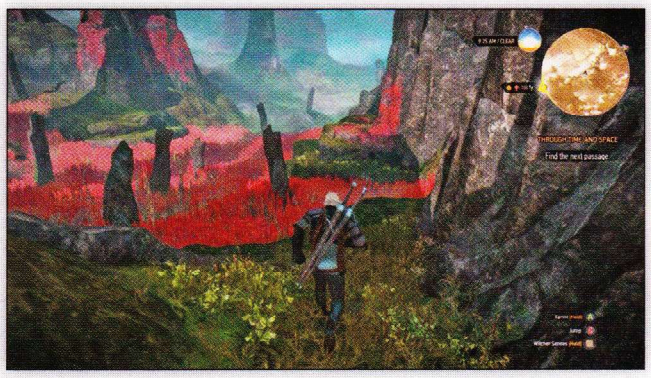
You step out into an otherworldly land of dry scrub and sandstone protrusions, the Ddiddiwedht Desert. Avallac'h informs you (as you walk behind him) that this place was pillaged by the another species, and was once a giant sea. You reach the next portal, though it looks more like a ruin. While Avallac'h waits for the portal to form, the ground begins to shake.

Sandcrabs! These foes act like endrega workers, except they appear in groups of up to four, and there's no end to them! This is a fight you cannot win, so utilize more defensive Signs and measures as you wait for the portal to open. As soon as you hear Avallac'h counting down to the portal appearing, head into it.

A FOUL AND PESTILENT CONGREGATION OF VAPOURS

OBJECTIVES:

- Find the next passage.
- Nearest Signpost: Mysterious Dark Valley.



You appear in a strange world of mists, red lichen-covered rock, and large monolithic rock formations. Your elven companion didn't arrive with you, so you're on your own. Head along the ledge to the left, and you can see the next portal passage, almost due south of your current location. As a straight line there involves deadly plummets, a more convoluted route is necessary. Continue around to the left (east), climbing onto a mossy plateau. Drop down a "step", into an area of poisonous cloud. Run southeast, climbing up onto an upper ledge to catch your breath.

PUTTING YOUR BEST FOOT FORWARD

Dropping down or falling away from the described path is a deadly mistake. Don't make that mistake.

Run south (the portal is visible ahead) a few steps, then look for a slope down and to your right (west) leading to a mass of bright red reeds and jutting standing stones. Rush through the right edge of this area, climbing the other side to a mossy ledge overlooking this sea of crimson plantlife. Now turn southwest and sprint through the reeds, and climb the mossy ledge opposite. Catch your breath before sprinting upslope, through more red reeds and poison, and clamber up another three ledges as you turn to face the portal. Almost there! Simply rush for the portal, and climb directly into it, and out of this hellhole.

OBJECTIVE:

- Find the next passage.

You appear underwater. Since you're not a fish, it's important to swim directly to the portal opposite, before you run out of air. Go there immediately.

DESTROYED BY THE WHITE FROST

OBJECTIVES:

- Find the next passage.
- Nearest Signpost: Tedd Deireadh (Time of the End).

You appear inside an icy cavern. The wind is biting. Run directly out of the cavern, using Igni to melt the wall of ice blocking your path. However, once you're outside, the blizzard is tormenting and cold; damaging you if you remain in it. So you don't expire, sprint roughly northwestwards, to a rocky alcove with an "X" carved into the rock.

HOT STUFF: STAYING WARM IN THE BLIZZARD

Can't find the "X"? Use your Witcher Senses. Freezing to death? Then light fireplaces, campfires, and braziers to heal yourself within the range of the fire. Try this when you're fighting the hounds of the Wild Hunt, especially near the lighthouse.

Sprint north to the next outcrop of rock, and shelter. Then around the corner to the left (north), to a ruined stone wall. Sprint east, across to some stone steps to another ruined wall section. Next, dash around the corner eastward, down a small slope to slide down, and a rocky bluff. Face north, and slide down into a half-buried village. Ahead, someone has lit the fire atop a lighthouse.

OBJECTIVE:

- Get to the lighthouse.

While muttering to yourself, sprint downward without delay, since none of the rooftops are wide enough to prevent you from taking damage for long. Find the open doorway to the left at the bottom of the slope, and enter the ruined barn building. Drop down to the collection of skeletons below, then remain inside the barn as you spot two hounds of the Wild Hunt. Deal death to them both (Igni is your friend here).

Once the fracas is over, head north and left (west) into the first open door to rest from the blizzard. Sprint out, northward, and into the open gable window of the building ahead and slightly left of you. Drop inside, and down some steps into a skeleton-strewn kitchen. Here, you find some notes from the long-dead Anna regarding the curse that befell these parts.

ITEM: Common Item: Anna's Notes

Sprint north again, across and up to the open doorway of the building ahead and left of you, through the porch opening. Then it's back for another sprint past a couple of dead trees, all the way to a half-buried stone wall and a set of steps to a guard tower. Head out the other side, after stooping to collect the diary by a skeleton. It makes for grim reading.

ITEM: Common Item: Ervyl's Diary

Step left through the gap in the wall, sliding down to the foot of the lighthouse, and ignite the three large urns there. You're attacked by three hounds of the Wild Hunt, so stay close to the fire and battle the foes until only the howling wind remains. Then it's time to head roughly northeast, across to the lower entrance beneath the lighthouse.

AWAKENING AT THE PALACE

OBJECTIVES:

- Travel to the next world.
- Talk to Ge'els.
- Nearest Signpost: Tir Ná Lia

Avallac'h is waiting for you here, in a place familiar to you. Where you fought Eredin's projection. There is talk of your time with the Red Riders, and revelations abound. If you have the time, there are plenty of questions to ask Avallac'h (the world you're in, Ge'el's importance, where Avallac'h's journey took him, and the light on the peak). Then tell him it is time to go. Follow Avallac'h into the portal that appears.

Ge'els

A grand arched hallway awaits. This is Tir Ná Lia, the Palace of Awakening, where Viceroy Ge'els awaits. Stride out onto the beautiful (and ancient) formal gardens overlooking the spectacular city. Move to greet Ge'els, and interrupt his painting. Ge'els asks if you'd like a drink. Agree or refuse as you wish. Motioning to some members of the Wild Hunt walking the gardens, he asks if Avallac'h is honest. Answer how you wish, subsequently requesting Ge'els leave this place. You're heading to the world of the Aen Seidhe (your world). He leaves his cubist nude painting behind.

END: THE KING IS DEAD. LONG LIVE THE KING.

Cirilla

Corrine Tilly

Ciri waits at the Rosemary and Thyme, with Corrine Tilly. Ge'els attempts to sow the seeds of animosity between her and Avallac'h, but it fails. Then he seeks proof, and Corrine the oneiromancer is waiting to perform her skill in Ge'els' dream. He asks what you wish of him after he awakens. Answer how you wish.

The vision is seen. The elven king dies at the hands of Eredin. When you wake, Ge'els stands pondering. He tells you to sail to Skellige, and find the Sunstone. With it, you shall summon the Naglfar, and Eredin too. Then Avallac'h leaves to return Ge'els to his own world. You worry he's been dismissed too quickly, and when Avallac'h returns you can mention this (answer how you wish). Now it seems Avallac'h has hatched a plan—to gather the Sunstone with the help of the sorceresses, draw Eredin's ship along the coast of Undvik, and lay a trap. The quest now concludes.

DANGER ALERT SPOILER ALERT XXX

SECONDARY QUEST: REASON OF STATE

Related Quests: Main Quest: Final Preparations
Locations: Novigrad, Portside Warehouse, St. Gregory's Bridge, Bridge to Temple Isle, Madame Irina's Theater
Characters: Sigismund Dijkstra, Vernon Roche, Thaler, Philippa Eilhart, King Redovid V, Ves
Enemies: Hubrecht, Temerian Guerilla, Witch Hunter, Witch Hunter Officer, Redanian Soldier

TO KILL A KING

OBJECTIVE:

- Meet Dijkstra, Roche, and Thaler in the portside warehouse.

QUESTING DECISIONS

This quest is available only after Main Quest: Final Preparations has occurred.

Sigismund Dijkstra

Vernon Roche

Ves

Thaler

Now that you've fulfilled your obligations, and the various characters have joined in a pact to rid the lands of the hated King Radovid, join your compadres for a meeting to plan the attack. Dijkstra's warehouse is the scene for this clandestine operation. Travel to the Harborside District, and work your way to the southwest area of warehouses. Use the rear entrance (as shown), knocking on the door before you're shown upstairs to the meeting in progress.

Radovid is on his ship, and almost impossible to reach. Dijkstra starts by apologizing for letting Philippa Eilhart in on the plan, but the sorceress may prove herself useful; especially since she's willing to help. Answer Dijkstra regarding the tasks Radovid expects you to accomplish (you've been hired to find Philippa), and Dijkstra tells you to use this to your advantage, letting Radovid know you're on Eilhart's trail. Then lead him to a trap. Thaler points to the Bridge to Temple Isle. It is built up with nooks and gates, and easy to block off. A perfect ambush point! After the regicide, everyone is to meet at Madame Irina's Theater and lie low. Agree to this.

THE AUDACITY OF MONARCHS

OBJECTIVE:

- Lure Radovid from his ship.

Exit the warehouse, and you run into the slightly insufferable Philippa, who has been eavesdropping on the plan. Answer her how you wish, and she hands you a ring. It belonged to Radovid's father.

Philippa Eilhart

King Radovid V

Hubrecht

Hand that over, and he might believe you've captured Philippa. She's just time for one more put-down before vanishing in a roar of fire. Now simply jog around the harbor to the northern docks where Radovid's ship is docked.

MEDITATION AND PREPARATION

This is the last opportunity to meditate, and prepare potions or otherwise augment yourself for the battle to come. This is strongly advisable!

ITEM: Quest Item: Redanian Eagle Ring

Approach the guard, and mention you have information on Philippa, and you are brought before King Radovid. Tell Radovid about Philippa, handing him the ring. He asks why you haven't brought her to him, and your excuses resonate with him. The only potential wrinkle in this plan is the king ordering his captain (Hubrecht) to bring all of the ship's guards with him.

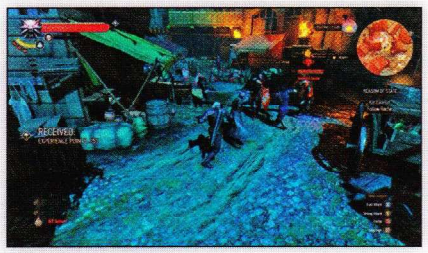
You appear in the alleyway adjacent to the St. Gregory's Bridge signpost, where Radovid lives up to his reputation, and sends five of his men to surround and slay you while he heads north to secure Philippa. The ambush begins, with Roche helping you out of your predicament, and chaos ensuing. The battle to Temple Isle begins now!

RIVERS OF REDANIAN BLOOD

OBJECTIVE:

- Kill Radovid.

Prepare to spill Redanian blood as you methodically battle your way northwards across the enclosed bridge, towards Temple Isle where Radovid disappeared to. Along the way, prepare for combat with the following foes:



- Around five Temerian guerillas who fight alongside you.
- A group of around five Redanian soldiers farther up the street, engaging the Temerian guerillas.
- Five witch hunters midway across the enclosed bridge. Four Redanian soldiers holding a shield wall formation are also here. A bomb or Aard helps remove this protection.
- Up to five additional Redanian soldiers as you reach the northern end of the bridge, and two witch hunter officers (one of which is the mighty Hubrecht, Radovid's henchman).

SLOW AND STEADY KILLS THE KING

Make your way slowly through the various combat opportunities—rushing northward simply gets you surrounded and usually killed. Instead, ensure all foes behind and to the sides of you are dead before you move north, and make slow and steady (rather than fast and foolhardy) progress.

After a hard-fought slog to the other end of the covered bridge, Radovid desparately claws at a door for an escape option. Instead, he receives a cloud of burning magic to the face, and a dagger up through the ribs, courtesy of Philippa (who was eavesdropping on your plans earlier, in the form of an owl). Roche isn't too happy about who ended Radovid's reign, but Ves (who is also fighting with you) wisely points out it is definitely time to leave (if she's alive to take part in this quest).

END: TO THE NORTH! TEMERIA!

OBJECTIVE:

- (Optional) Defeat Dijkstra and his men.

You reach the abandoned Theater of Madame Irina, where Thaler orders a toast to Temeria (which you can partake in or avoid). Thaler then reveals that a truce will occur the next day at noon; Emhyr will keep Aedirn and Lyria, in exchange for Radovid's head and a stop to guerilla activities, he will withdraw from Temeria.

Answer Thaler how you wish, until Dijkstra interrupts the conversation. It seems the power-hungry cripple wants more than the dregs of Novigrad to rule over, to the angry befuddlement of Thaler and Roche. These machinations aren't your concern, but they can be. You can:

- **Tell Dijkstra you won't let him kill Roche, Thaler, and Ves. You are forced to fight six of Dijkstra's henchmen, before putting the sword into the double-crossing cur himself. Afterwards, Roche tells you to head to Vizima where you'll be received with honors. Nilfgaard eventually wins the war, Ciri may become Empress, AND:**
  - **Ending: Something Ends, Something Begins (II) affected.**
  - **Ending: Something Ends, Something Begins (III) affected.**
- **Side with Dijsktra, and you listen to the sounds of fighting within the Butcher's Yard theater, which lives up to its name. Roche, Thaler, and Ves are put to death. Dijsktra thanks you for your help, as he begins his attempts to rule as a bandit king, spreading his propaganda throughout Novigrad!**
  - **Ending: Something Ends, Something Begins (III) affected.**
- **Fail to complete this quest, and Radovid eventually wins the war, fending off the forces of the emperor.**
  - **Ending: Something Ends, Something Begins (III) affected.**

CRITICAL PATH: ACT III: PART 2: THE FINAL AGE

DANGER ALERT — SPOILER ALERT XXX

! MAIN QUEST: BATTLE PREPARATIONS

Related Quests: Main Quest: Final Preparations, Main Quest: Through Time and Space, Main Quest: The Sunstone, Main Quest: Veni Vidi Vigo, Main Quest: Child of the Elder Blood, Main Quest: Skjall's Grave, Main Quest: On Thin Ice
Locations: Kaer Trolde Harbor
Characters: Cirilla, Yennefer of Vengerberg, Triss Merigold, Avallac'h

QUESTING DECISIONS

This series of quests begin once Main Quest: Through Time and Space has been completed. Expect some differences depending on your previous actions.

The new ruler of Skellige, and interactions at Kaer Trolde are different, depending on your previous actions:

- **During Secondary Quest: King's Gambit, if you undertook the mission with Cerys, she becomes the ruler.**
- **During Secondary Quest: King's Gambit, if you undertook the mission with Hjalmar, he becomes the ruler.**
- **If you ignored Secondary Quest: King's Gambit, Svanrige Bran becomes the ruler.**

The first part of Main Quest: Sunstone, plays out differently depending on whether an An Craite or a Bran sits on the throne.

You have more flirtacious conversations depending on who you chose to be *romantically involved with:*

- **Triss Merigold, during Secondary Quest: Now or Never (only if you aren't romatically involved with Yennefer).**
- **Yennefer of Vengerberg, during Secondary Quest: Last Wish (only if you aren't romantically involved with Triss).**
- **Or you've resisted romantic involvement with either women, or attempted to woo both of them, you have no romantic involvements from this point on.**

INITIAL PREPARATIONS

OBJECTIVES:

- Find the Sunstone.
- Pick Fringilla up on the emperor's ship.

It is a few days after the events of Main Quest: Through Time and Space, and you are arriving in Skellige with Ciri, Yennefer, Triss, Avallac'h, and a small coven of sorceresses. Yennefer releases a raven and uncovers the whereabouts of His Imperial Majesty—a battle fleet is moored off the coast! From various conversations, you uncover the following:

- Ciri wants to find the Sunstone immediately. This powerful artifact was created so the Mountain Elves could summon the vessels of the Aen Elle. However, the Sunstone could be anywhere on any of the Skellige islands. You deem it necessary to speak to Ermion, as he's likely to have clues to its whereabouts. This begins Main Quest: The Sunstone.
- Yennefer is keen on extricating a sorceress named Fringilla Vigo from the Emphyr's ship. She cannot teleport you aboard, and Triss' plan of a full frontal assault is untenable. But if you were to board the ship under cover of darkness, and hand him the letter Yennefer gives you, the sorceress could be bartered for. This begins Main Quest: Veni Vidi Vigo.

DECISIONS, DECISIONS

Main Quest: Battle Preparations also continues. It is simply a tracking quest, updating both Main Quests: The Sunstone, and Veni Vidi Vigo. It finishes when both of these conclude. You may now begin either quest, in either order.

DECISIONS, DECISIONS

Main Quest: Battle Preparations has additional objectives: These are flagged and described as you complete the related Quests later in this section.

DANGER ALERT SPOILER ALERT XXX

MAIN QUEST: THE SUNSTONE

Locations: Kaer Trolde Harbor, Holmstein Port, Kaer Muire, Bridge to Kaer Trolde, Arinbjorn, Eldberg Island
Characters: Donar an Hindar, Cerys an Craite, Hjalmar an Craite, Svanrige Bran, Udalryk, Crach an Craite; Ermion, Eyvind, Mattias Fish Lung, Philippa Eilhart
Enemies: Nilfgaardian Soldiers, Drowners

THE EMPEROR'S TREATY: SKELLIGE ANSWERS

OBJECTIVES:

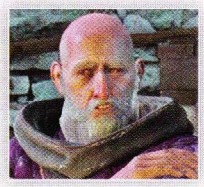
- (Optional) Ask Crach where Ermion is. Talk to Ermion.
- Nearest Signpost: Bridge to Kaer Trolde.

DECISIONS, DECISIONS

This quest commences in one of two ways:

- If either Cerys or Hjalmar an Craite are rulers of Skellige, Path 1 occurs automatically.
- If Svanrige Bran is ruler of Skellige, Path 2 occurs automatically.

PATH 1: THE FURY OF LUGOS

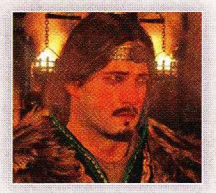


"Madman" Lugos

Travel to the lookout at Kaer Trolde Harbor, adjacent to where your ship is moored. Crach is here, looking for the "black dogs in their rickety tubs". When you ask where Ermion is, you're told he's visiting Madman Lugos to the south, as an An Craite on the throne is "chafing his arse." Set off (via horse or boat) to Holmstein's Port to the south of Ard Skellig.

It is a long slog up the hill from the shore to Kaer Muire, where Madman Lugos and Ermion are having a furious argument. Whether you accuse Lugos of treason for siding with the Nilfgaard, or try a more diplomatic approach, the lunatic isn't listening to reason. He must be fought along with a group of his men, then other foes (usually alone) as you head to the gate. Stay close to Ermion (who helps out with some powerful magic), and methodically slay any Lugos warriors you encounter. Then slowly descend back down the mountain towards the safety of Holmstein (where there's no news of your fight), and speak with Ermion there.

PATH 2: THE BLOODY TREATY



King Svanrige

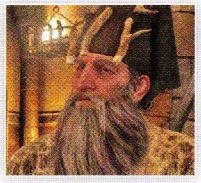
Travel to the Bridge to Kaer Trolde, and immediately cross it to the keep. You are met by an agitated Jarl Donar, furious about the state of negotiations between Skellige's ruler and the Emphyr's emissary. Ask him what is going on, or that you wish to see Ermion.

You head into the feast hall, where the imperial emissary, Lady Birna, and King Svanrige are meeting. Birna waves you away as unimportant. You stand near Crach, as Birna Bran says she wants to seal the treaty of surrender! A scowling Crach asks how much to take off her head. Answer how you wish. The emissary wants to hear the king himself surrender. Birna turns to her son, who steps over to the emissary, draws an axe, and cleaves the emissary through the chest with it. It seems the deal is off!

- Chaos grips the feast hall. Draw your weapon and immediately attack the emissary's bodyguards. There are nine Nilfgaardian soldiers to slay, though you have help from the Jarls and islanders.

MERGED PATH: TOP OF THE MOUNTAIN, BOTTOM OF THE SEA

After the battle, you speak to Ermion. Ask about the Sunstone. Ermion has never found the artifact, but a skald named Eyvind who may help you, or a pearl diver Matthias Fish Lung. A visit to the area around Arinbjorn at the tip of the bay is your next plan.



Ermion

DECISIONS, DECISIONS

The following two objectives can be completed in either order. They are presented in the order given.

HAVING A WHALE OF A TIME

OBJECTIVES:

- Talk to the bard known as Eyvind.
- Nearest Signpost: Arinbjorn.
- Return to Yennefer.

Eyvind

Travel (by boat, horse, or Fast-Travel) to the western tip of Ard Skellig, just south of Eldberg Isle, close to the village of Arinbjorn. Eyvind can be found on the western outskirts, on a drystone-walled peak overlooking the ocean. Eyvind is staring out to sea—not looking for Nilfgaardian ships, but a fabled white whale named Gevorg. Agree to watch for the whale together, while you ask him about elven ruins in Skellige. During the chat, the whale surfaces! However, Eyvind doesn't see it. You can:

- **Try to tell him, but the whale disappears back into the ocean before he can gaze at the majesty of the animal.**
- **Don't tell him, and he never spots the animal.**

You tell him the elven ruins you seek are in the name of research. These are for either:

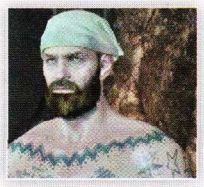
- A treatise on the Aen Seidhe under Ermion's tutelage: Answer with this, and Eyvind distrusts both you and the druid, and refuses to give up the location of the ruins.
- Or an adventure novel: Eyvind becomes excited, and hopes you'll use one of his song translations. Agree to this, and the ruin's location is revealed (and you need not visit the pearl diver).

Time to leave, returning to Yennefer in Kaer Trolde Harbor if instructed, or find the pearl diver if you haven't been told the ruins location.

DIVING FOR MORE THAN PEARLS

OBJECTIVES:

- Find and talk to the pearl diver.
- Nearest Signpost: Arinbjorn.
- Return to Yennefer.



Mattias Fish Lung

Head to the cluster of promontory rocks making up Eldberg Isle, navigating across the ruined bridges (if traveling by land) and slaughtering a band of up to nine Dagr at camp you may stumble into. Or, if you're traveling by boat, moor it close to the upright stone obelisk on the eastern shore of the promontory. Anchored nearby is a small boat belonging to the pearl divers. Dive into the ocean yourself, and locate the jagged cave mouth underwater, swimming into a grotto.

It is disappointing to see Mattias looting the corpse of a bloated soldier, but they assure you they only rob the Nilfgaardian dead. Speak to them about the bodies, the dangers of the sea, but be sure to ask about the elven ruins. They explain where it is, and that it is only accessible from the sea. Your chat is interrupted by more bloated bodies; these belonging to a a few Drowners. Quickly cull them, and then return to Yennefer in Kaer Trolde Harbor.

ELVISH RUINS AND AVALLAC'H'S LAIR

Philippa Eilhart

Return to Kaer Trolde Harbor where Yennefer, Triss, and Ciri are talking with the always obtuse Phillipa. Ciri reckons there's a site to find in Skellige, echoing your own investigations. It appears Avallac'h may be hiding something from you. You can agree (or not) that his failure to mention a laboratory when he was with Ciri could be deemed suspicious. The place is on a small isle between Undvik and Spikeroog. You tell them the Sunstone is on Ard Skellig inside a cavern along the coast. Philippa is more interested about the elven ruins and opens a portal, stepping through. Yennefer and Ciri set off to explore Avallac'h's laboratory. Triss stays in Kaer Trolde to keep an eye on Avallac'h. You now have the following objectives to complete as Main Quest: Child of the Elder Blood starts, and your current quests continue:

OBJECTIVES:

- (Battle Preparations): Find out if Avallac'h is hiding something (see page 189).
- (Veni Vidi Vigo): Sneak onto the emperor's flagship under cover of darkness (see page 191).
- (The Sunstone): Meet Philippa in the elven ruins (see page 190).
- (Child of the Elder Blood): Travel to the island where Avallac'h's laboratory is located (see page 193).

DECISIONS, DECISIONS

At this point, you can attempt any of these objectives in any order. However, to prevent confusion, it is usually best to complete the quests that you've had running for the longest time. So, try the following optimal route:

Board your boat in Kaer Trolde Harbor, and quiz Avallac'h (Main Quest: Battle Preparations).

Then complete Main Quest: Veni Vidi Vigo.

Then complete Main Quest: The Sunstone.

Then complete Main Quest: Child of the Elder Blood.

! MAIN QUEST: BATTLE PREPARATIONS (CONTINUED)

ABOVE SUSPICION?

OBJECTIVE:

- Find out if Avallac'h is hiding something.

Ciri's elven friend is waiting on your boat, moored in Kaer Trolde Harbor. You have a wealth of (purely optional) questions to ask him: About why he is helping Ciri (he sees her Elder Blood, a power that must be kept from Eredin). About *Caranthir (he reared him into "a golden child"). About Ciri not needing his help* soon (he won't force her into a life he wishes for her—can you say the same?).

But most importantly, ask "How's Margarita?" (she is feeling better, and the sooner Eredin is brought here, the better). This is a completely optional objective.

DANGER ALERT SPOILER ALERT

! MAIN QUEST: VENI VIDI VIGO

Locations: Kaer Trolde Harbor (Ard Skellig), Marlin Coast (Undvik), Emhyr var Emreis' Battle Fleet
Characters: Emhyr var Emreis, Fringilla Vigo
Enemies: Nilfgaardian Soldiers

QUESTING DECISIONS

This quest starts just after you disembark from the boat after travelling to Ard Skellig with Ciri, Yennefer, Triss, and the sorceresses. It is also tracked by Main Quest: Battle Preparations. The best time to complete it is once you learn where the elven ruins are during Main Quest: The Sunstone, though it can be completed at any time.

SWIMMING, SNEAKING, SURRENDERING

OBJECTIVES:

- Sneak onto the emperor's flagship under cover of darkness.
- Nearest Signpost: Marlin Coast (Undvik).

The Emhyr's battle fleet is moored off the northeast shores of Undvik Isle (southwest of Ard Skellig). Manuever your way to the village by the Marlin Coast signpost, avoiding the fleet by boating around the ships at a distance. Come ashore, then study the vessels from the shoreline. Meditate until after nightfall and begin your surreptitious swim.

Stay on the surface and try to avoid lights. If you swim into the surface lights, you start to hear shouts from the soldiers, and crossbow shots into the water. Dive and swim under the boats.

Peer through the murk until you find a lowered anchor, and head for this location. It must line up with the objective icon on your minimap. If you need to surface, bob up just below the bow of the boat so you're shielded from the enemy fire. Dive down immediately. Grab the nchor of the Emphyr's ship, and climb aboard. You beg parley.

Emhyr var Emreis

You speak with the Emhyr who tolerates your mocking attitude (for now). If you didn't head to see the Emhyr during Main Quest: Blood on the Battlement, he asks where Ciri is (you can infuriate *him and tell him "Zerrikania" or that she is close by*). He also knows you want Fringilla, and makes it easy for you—Yennefer has already negotiated her freedom.

Fringilla Vigo

The dimeritium shackles are removed, and Fringilla ignores you suggestion at taking a boat back to the other sorceresses, forcing you to join her in portal travel. You appear back on Kaer Trolde Harbor, near Avallac'h, as this quest concludes.

! MAIN QUEST: THE SUNSTONE (CONTINUED)

Sister Quests: Main Quest: Battle Preparations, Main Quest: Veni Vidi Vigo, Main Quest: Child of the Elder Blood, Main Quest: Skjall's Grave
Locations: Kaer Trolde Harbor, Ancient Crypt
Characters: Philippa Eilhart
Enemies: Drowners, Siren, Golems, Wild Hunt Ghosts

QUESTING DECISIONS

This quest continues just after Yennefer and Ciri teleport to Avallac'h's laboratory (Main Quest: Child of the Elder Blood), and Philippa departs for the elven ruins (this quest).

OPENING THE DOOR OF FIALLAN

OBJECTIVES:

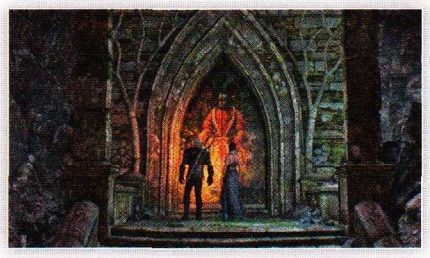
- Meet Philippa in the elven ruins.
- Explore the elven ruins with Philippa Eilhart.
- Exterminate the monsters.
- Nearest Signpost: Ancient Crypt.

Travel by boat along the jagged northern coast of Ard Skellig. There is but a single signpost—to an Ancient Crypt. Moor your boat, and join Philippa at the sealed entrance. She removes the illusion from the entrance, and you walk into the ruins, speaking about Philippa's vision. After a winding tunnel is navigated, you hear a noise ahead as you move into a larger cavern, complete with an ancient cowled statue of great size. Four drowners and a siren are guarding this place. Slaughter them!

Head up the stairs by the statue, until there's a gap over a pit you can't cross. Philippa levitates some stones to make a passage, allowing you access southwards, upwards and deeper into the ruins.

The talk changes to inter-party animosity. Continue to follow Philippa, stepping in front of her to tackle an incoming golem at the pathway crossroads. Continue up more steps, behind Philippa.

You reach the door of Fiallan, a sentry of elven legend. To pass, a toll in the form of blood must be given. Tempting though spilling Philippa's blood yourself might be, the sorceress cuts her palm herself, presses it against the door, and it opens. Once inside, Philippa engages you in conversation regarding Yennefer and the emperor. Answer her how you wish. Continue to follow Philippa until she reaches a cavern of mirrors. Laughing at your "ridicious bauble" (when your medallion doesn't vibrate), she launches an orb of light into a huge crystal on the ceiling. Then curtly orders you to shift the mirrors.



MAKING LIGHT OF THE SITUATION

OBJECTIVES:

- Set up the mirror system properly.
- Examine the Sunstone.

This chamber features three mirrors that must be positioned correctly in order to reveal the Sunstone. This is easier than it looks, as you simply need to work your way to each mirror, and turn it once, so the beam is in the other direction to the one it was when you reached it. Access all three mirrors, pull each lever once, and beware Wild Hunt ghosts that may be guarding each of the mirrors during your positioning.

Now return to where Philippa is standing, on a raised stone platform within this array chamber. She clutches the Sunstone, delaying your mission, and wanting (as expected) to talk about herself. She wants to speak to you about her future. Answer her how you wish. She seems to suggest she wishes to take Yennefer's place next to the emperor. Answer again to conclude this quest, and begin your trek to the island where Avallac'h was last spotted.

! Main Quest: Child of the Elder Blood

Sister Quests: Main Quest: Battle Preparations, Main Quest: Veni Vidi Vigo, Main Quest: The Sunstone, Main Quest: Skjall's Grave
Locations: Kaer Trolde Harbor, Avallac'h's Island
Characters: Yennefer of Vengerberg, Cirilla, Avallac'h's Companion
Enemies: Golems

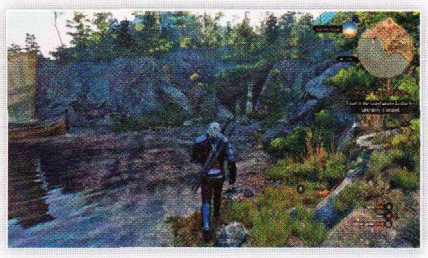
QUESTING DECISIONS

This quest continues just after Yennefer and Ciri teleport to Avallac'h's laboratory (this quest), and Philippa departs for the elven ruins (the continuation of Main Quest: The Sunstone).

YOU CAN'T JUST KNOCK?

OBJECTIVES:

- Travel to the island where Avallac'h's laboratory is located.
- Talk to Yennefer.
- Wait for the door to open.
- Neutralize the golem.
- Nearest Signpost: North of Tor Gvalch'ca (Undvik)



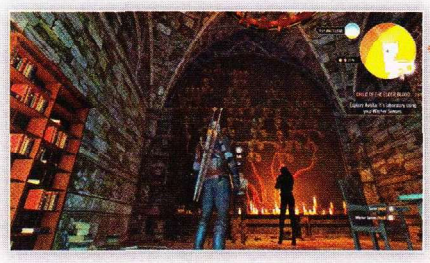
Peer over your map of Skellige and locate the island Ciri had pinpointed as the place where Avallac'h's laboratory is said to be. It is westward, between Undvik (to the south) and Spikeroog (to the northeast). Set sail for this uninhabited pair of rocks (or swim there if you're a maniac), and locate the cave entrance in the center of the land mass, between the two islands.

Yennefer and Ciri are just beyond the entrance, attempting to open the door sealed with complicated magic. Yen's attempt to enter succeeds, but activates one of the lumbering golems which must be defeated. You have Ciri's help with this task. Follow Yennefer into the laboratory, where you all inspect a number of sketches of Ciri strewn on a desk. Ciri brushes off Yen's comments about Avallac'h being interested in more than just Ciri's magic abilities.

THE AEN HEN ICHAER

OBJECTIVES:

- Explore Avallac'h's laboratory using your Witcher Senses.
- Talk to Yennefer.
- Talk to Ciri.
- Search the laboratory using your Witcher Senses.
- Meet Ciri outside the laboratory.



Make a thorough inspection of this chamber, with your Witcher Senses picking up the following:

- A scattering of sweets and candy on a table with a jug on it. Now speak with Yennefer.
- A quick chat with Yennefer reveals that someone was just in this chamber.
- A hairbrush on a table indicates this to be more of a bedroom than a laboratory.

Follow the corridor down the steps, and into a lower chamber:

- A desk has perfume on it, and a standard mirror (not a portal). You can speak with Ciri about this.
- The largest surprise adorns the massive archway wall within this chamber. A genealogical chart of the Aen Hen Ichaer (or Elder Blood) from the start of the line to Ciri herself. It seems Avallac'h analyzed all the paths of Lara Dorren (the first), even those thought to be extinct. Tell Yennefer to look at the notes Avallac'h wrote, and you uncover a plan to cultivate a genetic mix like Ciri's, but without the human line. All attempts failed.

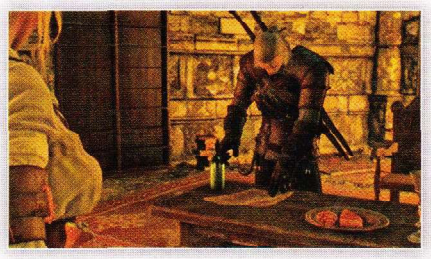
Head to the door on the opposite wall of this chamber. If you don't head there, Yennefer notices someone on the other side.

Avallac'h's Companion

Open the door, and enter what appears to be Avallac'h's bedroom. You interrupt a she-elf combing her hair. Avallac'h's lover demands you leave, until she sees Ciri, and tells you she remembers her from Tir Ná Lia. Answer her how you wish. This doesn't help the situation—the she-elf tells you Avallac'h mentioned Ciri shares Lara's features, but not her skill and intellect. Avallac'h told the she-elf he was following Ciri to save her, every time she did something stupid. She treats Ciri with contempt, hinting that Avallac'h is using Ciri for another task. Answer how you wish. She calls Ciri a degenerate half-breed.

FATE OF THE SWALLOW: CHOICE #4 AHEAD!

You are about to make one of the five most important choices in your adventure, and one that has direct consequences on the Ending, and the fate of Ciri! If you wish to know more, reference the Endings section of this strategy guide (page 338).



Ciri is furious, and wants to ransack Avallac'h's laboratory. Respond with:

"Go for it."
You push over a bottle. Ciri cracks a smile. You encourage Ciri to throw a tantrum in the laboratory, venting her frustrations out on the furniture and assorted objects. This makes Ciri stronger.

Ciri's Fate (4 of 5): Positive Choice (+1)

"Calm down."
You spend a few moments calming Ciri down, speaking of her great gift. Then you fasten Lara Dorren's necklace around Ciri's neck. Ciri leaves the laboratory, weakened in her resolve.

Ciri's Fate (4 of 5): Negative Choice (-1)

FATE OF THE SWALLOW: CHOICE #5 AHEAD!

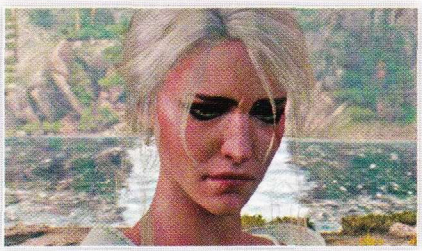
You are about to make one of the five most important choices in your adventure, and one that has direct consequences on the Ending, and the fate of Ciri! If you wish to know more, reference the Endings section of this guide (page 338).

Outside, Ciri says she would like to go to Hindarsfjall and meet Skjall, the boy who saved her from the Wild Hunt. Yennefer tells her Skjall is dead. A sorrowful Ciri now wants to visit his grave. Respond with:

"Yeah, I'll go with you." You encourage Ciri to say her final goodbyes to the fallen Skjall, and perhaps give him the hero's burial he was denied. Yennefer opens a portal, and you both teleport to Hindarsfjall. Main Quest: Skjall's Grave begins, and Ciri is stronger.

Ciri's Fate (5 of 5): Positive Choice (+1)

"No time." Although you understand she wishes to pay her respects to the "Craven" one, there simply isn't time to waste journeying to Hindarsfjall. The Wild Hunt must be stopped now! Main Quest: Skjall's Grave isn't available, and Ciri is weakened by your choice.



Ciri's Fate (5 of 5): Negative Choice (-1)

OBJECTIVE:

- (Battle Preparations): Help Ciri confront her past.

DANGER ALERT SPOILER ALERT XXX

MAIN QUEST: SKJALL'S GRAVE

Locations: Avallac'h's Island, Lofoten Cemetery (Hindarsfjall), Skjall's Grave
Characters: Ciri, Skjall, Hindarsfjall Villagers

CRAVEN NO MORE

OBJECTIVE:

- Nearest Signpost: Lofoten Cemetery (Hindarsfjall).

Ciri is still seething after her encounter with the she-elf. But she isn't ready to return to Avallac'h yet. She seeks the whereabouts of a young man named Skjall, whom she met on Hindarsfjall. The bad news just keeps coming. Ciri is informed Skjall is dead. She softly asks whether you could accompany her to his grave. Agree to continue this quest, or refuse to ignore this quest. Yennefer opens a portal to Hindarsfjall. Use it, or meet Ciri there under your own steam.

Visit the isle of Hindarsfjall, and locate Lofoten Cemetery. After scouring the graves looking for Skjall's headstone, answer how you wish, but the grave cannot be found. Ciri is suddenly gripped by fury. Surely the villagers wouldn't have left Skjall to rot in the sheep pit beyond the village? She sets off to find out, and you discover the remains of Skjall, given a craven's grave.

You help pull Skjall's corpse up to a clifftop grave overlooking the sea. You are disturbed by a band of villagers annoyed at your defiance of the elders' writ. You can:

- **Tell them to quiet down.**
- **Tell them their laws don't bind you.**

Either utterance, coupled with Ciri's instance on a furious vengeance if the grave is disturbed, keep the townsfolk from desecrating the grave. At least in death, Skjall's honor is saved. Now you must return to the ship in Kaer Trolde—either *together instantly, or separately—as this quest concludes.*

END: BATTLE PREPARATIONS: TO WAR!

OBJECTIVE:

- Let Avallac'h know everything is ready.

Return to the ship moored in Kaer Trolde harbor, and speak with Avallac'h. In addition to any questions you didn't ask him earlier (when you thought he was hiding something), you can talk about the following:

- About using the Sunstone: Confide that you are worried Eredin will figure out where they are when the artifact is used. Avallac'h tells you the signal may be changed so Eredin won't know where it is emitted from. Oh, and there are other artifacts that could have been used.
- About your visit to his laboratory: He says his work isn't important any more, and it was to protect Ciri and others that carry the blood. Mention the she-elf, and Avallac'h refuses to discuss his feelings to her or Ciri.
- That everything is ready, and the ship can sail to Undvik. You can choose to automatically reach there (and begin Main Quest: On Thin Ice), or prepare for the confronation with Eredin first. Then all these related quests conclude.

DANGER ALERT SPOILER ALERT XXX

MAIN QUEST: ON THIN ICE

Related Quests: Main Quest: Battle Preparations, Main Quest: Tedd Deireadh, The Final Age
Locations: Marlin Coast (Undvik), Nilfgaardian Camp, Naglfar Ship
Characters: Margarita Laux Antille, Triss Merigold, Philippa Eilhart, Fringilla Vigo, Yennefer of Vengerberg, Cirilla, Avallac'h, Crach an Craite
Enemies: Hounds of the Wild Hunt, Wild Hunt Warriors, Carathir, Ice Elementals, Eredin

I GIVE YOU MY HEART. BUT I SHALL TAKE YOUR HEAD.

OBJECTIVE:

- Join Avallac'h and the sorceresses on Undvik.

Journey to Undvik Isle, and disembark at Marlin Coast (signpost) with the wrecks of various boats lying all around. Enter the Nilfgaardian camp, and you're ushered into a tent where battle plans are being hatched. A full coven of sorceresses is here. Margarita Laux Antille, Triss (if she didn't leave for Kovir), Philippa, Fringilla Vigo, and Yennefer stand around a table, with Ciri watching from the side. Avallac'h explains he will activate the Sunstone, hoping Caranthir will answer. The Wild Hunt's ship (the Naglfar) should then appear.

The sorceresses shall prevent the shio from returning to the world of the Aen Elle, while the imperials block it physically. The sorceresses set out to their clifftop positions, while Ciri protests at being left "at a safe distance." Answer how you wish.

- Then agree to join Avallac'h, heading to battle at once.
- Or join him later, look around camp, overhear soldier conversations, and commence any final preparations. Then join him at the Nilfgaardian ship at the pier.

OBJECTIVE:
- Defeat Caranthir.

The Sunstone is used and the Naglfar appears from a rift. The sorceresses begin their spell. You travel aboard the Nilfgaardian ship, until the riders of the Hunt cast a spell that freezes the water, forcing you to search for the Naglfar on foot. Back at the harbor, Avallac'h sees this trap, and urges Ciri to find the mage that cast the spell, and destroy his staff.

You are Ciri. Utilize your Charge attack and sword strikes to cut through six Wild Hunt warriors and around a dozen hounds of the Wild Hunt with relative ease. The fight looks daunting, but isn't. Slice through the enemy troops as you head roughly north along the ice, onto the frozen shore and then out across an icy promontory towards the Naglfar itself. Expect to make short work of around 12 more warriors before you reach a large icy plateau—an arena where the dreaded Caranthir awaits.

Caranthir

You are Ciri. Begin to utilize your "Charge and Slash" technique against Caranthir. It works very well and, with some deft dodging, you're able to whittle his health down. But then he begins to teleport out of your blade's range. Darting in and out of existence, you clash and a massive explosion rocks the shoreline. You're knocked out, but blink out of Caranthir's gauntlet before he can grab you. Geralt now removes his icy garb and drops down into the ice arena. En garde!

I GIVE YOU MY BLADE. YOU BETTER END UP DEAD!

OBJECTIVE:
- Kill Caranthir.

Let battle begin! Close the gap between you and Caranthir by dashing forwards, then rolling to the sides to avoid his quintet of icy orbs, or his single projectile thrusts. Time your rolls to occur just prior to the projectiles striking you. Make brief checks of your minimap when Caranthir teleports, so you can quickly turn to face him.

When he reaches around half his health, he summons a great slab of ice, which transform into an ice elemental. With Igni, talent, good dodge timing, and positioning yourself away from Caranthir so his projectiles actually strike this golem (protecting you in the process!), you're able to remove these threats.

Caranthir's projectiles are supplemented by a trio of orbs, one after the other. Roll and dodge them, and when slicing at your foe, make only three or four strikes before backing off, or you may be caught after he teleports and launches projectiles at you.

At around 5-10 percent of his health, Caranthir likely summons another ice elemental. You may be tempted to ignore this foe and concentrate on killing Caranthir, which is a worthwhile plan, as long as you avoid the elemental's attacks, and a second elemental summoned shortly afterwards.

KILLING CARANTHIR: BATTLE-TESTED TACTICS

There are two parts to this fight, beginning with Ciri. Caranthir attempts to engage in melee combat against the swordswoman, but as you are by now very familiar with, she is incredibly skilled and powerful. Rush him down and slash away with her sword.

He teleports when he takes enough damage, usually far enough away from Ciri that she cannot reach him during her lunging sword strikes. You can either sprint over to him to continue the offensive, or use Ciri's teleport slash to reach him even faster. Beware that Caranthir can also teleport directly behind Ciri for a surprise attack, but this can easily be countered with a fast attack or the teleport slash.

Once you deal enough damage to Caranthir as Ciri, an impressive cutscene plays out, with Ciri ending the spell Caranthir has been maintaining. After more drama unfolds, Geralt arrives to finish off the Wild Hunt sorcerer.

Caranthir steps up his efforts to defend himself with Geralt on the scene. One of his new attacks is to summon five lances of light over his head, and after a short delay he will fire them en masse at the witcher. Should he be struck by this barrage, Geralt will be partially frozen, slowing him down and making it harder to avoid other attacks.

Caranthir can also fire singular bolts of this powerful ice magic in fairly quick succession at Geralt. Roll to evade these targeted spells.

As when he fought Ciri, Caranthir teleports after sustaining damage from Geralt. After teleporting, he will use either version of his ice bolts. Work your way to Caranthir as quickly as possible to attack him, lest he teleports again. Striking him as he is preparing his ice bolts will cancel his attacks.

As you wear Caranthir down, he will begin summoning ice elementals into the arena. He is vulnerable during the summoning, so take that opportunity to hit him as much as possible before switching your focus to the ice elementals. Use Dimeritium Bombs on the elementals to help weaken them, but don't forget that Caranthir will still be firing his magic at Geralt. You'll have to be mindful of his attacks, while also dealing with the ice elementals own abilities. Try to get rid of the elementals first before returning your attention to Caranthir. If you allow multiple elementals to be summoned, it will be that much harder to address the sorcerer.

This can be a punishing and long fight to deal with, so stay focused on limiting the amount of harm Geralt endures. Once you do manage to defeat Caranthir, he attempts one last suicidal attack on the witcher, teleporting both himself and Geralt into the waters beneath the ice. Swim for the surface as fast as you can to avoid drowning!

Eredin

DEFEATING CARANTHIR: THE BEST BATTLE TACTICS

Caranthir attacks with the following:

Ice shards conjured from a long distance. A few shards cast all at once, or a number one after another.

He summons Ice elementals to act as bodyguard.

At close quarters, he casts a spell to toughen his armor with ice.

He also teleports to gain a better position on you.

Caranthir should be beaten with the following techniques:

Movement: At long range, dodge the ice shards easily. Then charge in between his spells. Use Fleet Footed to avoid incoming damage.

Signs: Use Quick Quen to ignore the multiple shards, an Alternative Quen to absorb incoming shards (if they are coming one after another). Caranthir's ice armor can be melted with Igni; save your Stamina (or Adrenaline) so you can cast it.

Alchemy: Fight aggressively, and if you're hit use Swallow and White Raffard's Decoction to replenish your health. Elemental Oil helps up the damage you inflict.

Ice Elementals: These can be kept alive, and used as cover from Caranthir's ice shards. These foes are slow, so slash at them to increase your Adrenaline points.

Finish him off: Caranthir teleports as soon as you begin to deal damage, so use Thunderbolt and heavy attacks to maximize your effectiveness.

BEARING THE BRUNT OF THE WILD HUNT

OBJECTIVES:

- Swim to the surface.
- Board the Naglfar.
- Kill Eredin.

With a sliver of health left, you plunge your sword into Caranthir, who collapses, grabs your ankle, and teleports beneath the ice. After kicking free, immediately swim upwards. Failure leads to death. As you grab an ice flow, you see Ciri's stumble into a portal. When you're able, rush up the ridge to the northeast, then drop down and lead the charge with a group of Skelligers to slay a trio of hounds. More appear, so be ready for them.

Jarl Udalryk is also here, fighting valiantly.

- **His comments are different depending on whether you helped him during Secondary Quest: Possession.**

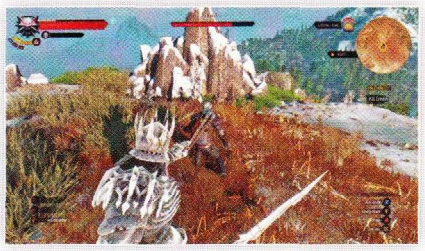
Rush aboard the flaming Nilfgaardian ship, delivering sharp justice to up to five warriors as you progress to the ship's wheel. Leap off the vessel heading northeast, onto an ice flow. Kill two more warriors and four more hounds with the help of Skelligers and some Nilfgaardian soldiers. Then head north, boarding the Naglfar and bearing witness to Crach an Craite's valiant battle at the hands of Eredin. At this point, Hjalmar makes an appearance:

- **If he is alive (you finished the Clan An Craite Quests), a burning Nilfgaardian soldier breaks down the burning cabin doors, and dies at your feet. A cheerful Hjalmar follows out afterwards.**
- **If Hjalmar is dead, a skellige soldier follows out afterwards.**

Begin your battle with the leader of the Wild Hunt, watching for his almost instantaneous teleport. Roll or quickly sidestep as soon as you see this occur, then perfect your parrying and then counter-striking. Patience is key here. Swift retaliation, the odd in-and-out stabs are better than lengthy attempts at combination strikes. Expect heavy loss of health if you're struck. After whittling his health down a quarter, Eredin opens a portal, and throws you into a plateau on the cliffs atop Undvik!

At this point, he adds a single, a trio, and a set of six fast ground waves—these must be dodged. Then expect him to blink away from you, summon an orb close by that saps your health. Flee from the orb, and close the gap before dealing more quick strikes. Should Eredin be clad in ice, use Igni to melt it so your attacks have more potency. Back up and avoid his series of strong attacks, retaliating with a well-timed strike at the end of Eredin's last swing.

KILLING EREDIN: BATTLE-TESTED TACTICS



The battle against the Wild Hunt overlord begins with him taunting you. Take that time to duck into your items menu and use potions that will help you stay in the fight. Tawny Oil, Swallow, and Full Moon are all good choices if you've made the higher quality brews. Blizzard is also a good potion for the fight. Eredin's swordplay can be difficult to parry or counter-attack.

The first phase of the fight can be very short, depending on your skill and your gear. Eredin hits quite hard even against a well-armored witcher. Eredin's defenses are quite stiff. Reckless attacking will only serve to get you killed when he inevitably counterattacks one of your swings. When he has his sword up in a defensive stance, he will block your attacks unless you manage to flank him.

Like Ciri, Eredin can teleport. He appears behind Geralt to try and score a fatal series of sword strikes. Roll away from him in those circumstances, it's possible a simple dodge will not get you out of range.

Facing Eredin head on is a dangerous proposition. Not only is he a skilled defender with his sword, he is more than a match on the offense. His strikes come fast enough that it is almost completely unsafe to attempt heavy strikes unless it is after a counter-attack and he is temporarily off balance. If you cannot perform counters, parry or roll out of the way.

Watch for him to raise his sword overhead with both hands. This attack cannot be parried or countered, only evaded. The attack comes quickly, and can be done in the middle of his sword combos, after a teleport, or after he counters Geralt.

The key to fighting Eredin, at any point in the fight, is to dodge or parry any melee attacks, while remaining close enough to score a heavy strike when the opening presents itself. This is a fight won by inches, blow by blow. Getting greedy can be extremely painful for you.

Watch out for him to try backhanding or kicking Geralt. These attacks cannot be parried or countered, and if they land will stun the witcher long enough that he may not be able to roll or dodge the follow-up sword slashes.

After losing roughly a quarter of his Vitality, Eredin creates a portal and sends Geralt and himself to a clifftop arena. This marks the beginning of the second, and most difficult phase of the battle.

In addition to his melee prowess, Eredin gains several new attacks in this arena. The first is the ability to fire shockwaves from his sword. This is often telegraphed by him teleporting to a far point in the area, and holding his sword overhead. He fires one shockwave first, then three waves in a fan pattern, followed by five. It's a simple matter of running around Eredin to evade the attack, but if you are too far away, the last set of shockwaves can be hard to evade. Use the delay between each attack to close in and score a hit.

After a teleport, Eredin can also call down a storm of ice-laden meteors. Stay on the move, and avoid the projected impact zones, appearing as a patch of ground glowing brighter that the rest. If you get hit, you will be partially frozen and move much slower, making it more likely that you suffer multiple hits. You can run up to Eredin while he channels this spell, and get him to hurt himself with the meteors for a good amount of damage. This immediately cancels the spell, and leaves him open for an attack.

His final new attack is the ability to summon magical spheres at Geralt's feet, which explode after a short delay. As with the meteors, getting harmed by this will partially freeze Geralt and make him much slower on his feet. Keep moving, ideally towards Eredin, and land a heavy strike to cancel the spell.

After Eredin falls below a third of his total Vitality, he taunts Geralt again, and he becomes significantly more aggressive. Remain calm, and continue to concentrate on minimizing how much he hits you, while scoring hits whenever he presents the opportunity.

Just before defeat, Eredin will open a portal back to the ship the fight began on, presumably to try and leave Geralt stranded on the cliff top above the shores of the Marlin Coast. Follow the elf back through the portal, and finish him off!

END: COLD CONTEMPT

When Eredin is almost brought down, he vanishes in an arched portal. Head through, appearing back on the Naglfar. After a few more well-placed slashes, you better Eredin in combat. Slumped and without his mask, he tells you Avallac'h has tricked you both—and has made off with Cirilla! As hounds bound up onto the deck, you're grabbed by Yennefer, and sucked back into her portal. The quest concludes, and Main Quest: Tedd Deireadh, The Final Age immediately begins.

DEFEATING EREDIN: THE BEST BATTLE TACTICS

Eredin attacks with the following:

Swords: He is adept at swordplay, enhanced by the Wild Hunt's magic. He can perform long combos, block your attacks and Signs, and can easily counter you and strike back viciously afterwards.

Teleports: He uses a short teleport to overpower your mobility. He gains ice armor every time he employs this technique. Once damaged, he drags you through a portal to a large arena.

Spells: On the cliff top arena, he uses three spells to defeat you: a single slashing wave of power, a multiple slash wave of power, and a rain of ice shards.

Eredin should be beaten with the following techniques:

Signs: Melt his ice armor with Igni. Eredin can block your channeled igni, but cannot perform any other action during this time, buying you some time to replenish your health with food or potions. Use Yrden to weaken Eredin's mobility.

Swordplay: Eredin's long combos are deadly, so hold your guard and wait for a good opportunity to strike.

Bombs: Samum is a low risk, high reward strategy; a well-timed throw lets you utilize a few extra attacks as Eredin staggers from the explosion.

Dodge Eredin's spells with swift movement, retreating, and Quen. The rain of shards is both chaotic and dangerous, so look for shadows of incoming shards and move away from them.

Finish him off: When Eredin is low on health, he desperately casts rain of ice shards and escapes through the portal; waste no time following him, and dodging any last shards.

DANGER ALERT — SPOILER ALERT XXX

! MAIN QUEST: TEDD DEIREADH, THE FINAL AGE

Related Quests: Main Quest: On Thin Ice
Locations: Marlin Coast (Undvik), Nilfgaardian Camp, Tor Gvalch'ca
Characters: Yennefer of Vengerberg, Avallac'h, Cirilla
Enemies: Mountain Giants, Cyclopses, Forktails, Hounds of the Wild Hunt

THE CONJUNCTION OF SPHERES HAS BEGUN

OBJECTIVE:
- Follow Yennefer.

You return back at the Nilfgaardian Camp in Undvik. The sky crackles with furious energy. A gate between worlds is forming, and you must reach the distant Tor Gvalch'ca (tower), and stop Avallac'h before it is too late. Ask Yennefer what to expect if you like (her response isn't the most optimistic). Then set off with Yennefer. Head southeast, through the giant's gate, dashing past the huge disintegrating ship and following the path around to the west. Avoid any falling fire by giving it a wide berth. Whistle for Roach at Hjalmar's old camp—now a Nilfgaardian outpost.

"AND GIANTS SHALL FACE GIANTS IN BATTLE..."

Wait for Yennefer and gallop after her steed, racing between fearsome ice giants, earth elementals, and forktails. Though you can stop to fight them (usually resulting in your death), time is of the essense. Maneuver through the pitched battles with these behemoths. Fire from the heavens scorches the earth.

Strange portals appear, and you must quickly climb the frosted mountain path, to slain Nilfgaardian soldiers. The White Frost is upon you!

Dismount, climb the rocks, and wait for Yennefer to cast her shielding spell. Follow her within the protective dome of this incantation, up the steps and slay a hound of the Wild Hunt. Pass by some caves as the great tower looms ahead of you. Defeat another hound on the snowy cliff path, then continue to the foot of the tower, where Avallac'h has erected a magical barricade. Yennefer makes a tear through the barrier, and you run through.

THE WILD HUNT ARE DEFEATED. THE WHITE FROST IS NOT.

OBJECTIVE:
- Get to the elven tower.

Head roughly north up the winding steps and steep path of Tor Gvalch'ca, and into the central summoning circle where Avallac'h is. You tell him to draw his weapon, but he throws it away. You can:

- **Tell him you're not falling for that.**
- **Tell him that won't spare him.**

The outcome is the same: Ciri appears to prove Avallac'h isn't the threat you deem him to be. She aims to enter the tower. Answer her how you wish regarding this plan. She aims to rid the world of the White Frost. You have four conversation choices. Answer her how you wish (and choose from a second four choices with a timer), as she steps forward into the tower despite any protests. Her fate now resides in your past choices, as this quest concludes, and one of three Epilogues commences...

FATE OF THE SWALLOW: THE END OF CIRI'S STORY

The five most important choices you made in your adventure now influence the fate of Cirilla as she battles the White Frost. If you wish to know more, reference the Endings section of this tome (page 338).

SECONDARY QUESTS

In which a wide variety of purely optional quests both large and small are uncovered, and optimal paths for each of them are revealed. In addition, tactical knowledge is imparted for witcher contracts—where a number of ferocious wild monsters must be tracked and slaughtered. Evidence is also presented for completing fistfights, Gwent quests, horse racing, and obtaining the very best equipment around, courtesy of the scavenger hunts for Witcher Gear.

SECONDARY QUESTS

OVERVIEW

This impressively vast chapter details all of the optional Secondary Quests you can undertake throughout your adventure. Unless flagged with **Red**, these aren't necessary to complete, have no bearing on any ending, and there are no "major effects" to choose during them. Remember you are able to leave a Secondary Quest (under most circumstances) at any time and complete other quests, uncover points of interest, prepare or meditate, or simply explore. The quests are divided in different territories. If you aren't sure where a territory is, consult this guide's Atlas.

AVAILABLE QUESTS

WHITE ORCHARD SECONDARY QUESTS: 6 TOTAL (1 CRITICAL PATH-RELATED)

VELEN (NO MAN'S LAND SECONDARY QUESTS: 43 TOTAL (9 CRITICAL PATH-RELATED)

- Crow's Perch Territory: 11 (1)
- Mudplough Territory: 1 (0)
- Grayrocks Territory: 11 (0)
- The Descent Territory: 7 (2)
- Spitfire Bluff Territory: 5 (3)
- The Mire Territory: 6 (2)
- Crookback Bog Territory: 2 (1)
- Bald Mountain Territory: 0 (0)

NOVIGRAD SECONDARY QUESTS: 49 TOTAL (14 CRITICAL PATH-RELATED)

- Farcorners District and Grassy Knoll Territory: 5 (1)
- Hierarch Square and Glory Lane Districts: 14 (7)
- Dockside and Silverton Districts: 9 (2)
- Gildorf and The Bits Districts: 9 (2)
- Gustfields Territory: 8 (1)
- Oxenfurt: 4 (1)

SKELLIGE SECONDARY QUESTS: 42 TOTAL (5 CRITICAL PATH-RELATED)

- Ard Skellig: 29 (2)
- Hindarsfjall: 3 (1)
- Undvik: 1 (1)
- Spikeroog: 2 (1)
- Snidhall Isle and An Skellig: 3 (0)
- Faroe Isle: 4 (0)

KAER MORHEN SECONDARY QUESTS: 6 TOTAL (0 CRITICAL PATH-RELATED)

TOTAL: 146 (29)

The table below shows every quest you are able attempt that your Quest menu labels purely as a Secondary Quest. Those colored **Red** are related to the Critical Path and Main Quests in some way, and detailed in that (previous) chapter. Those colored **Blue** are simply Secondary Quests, which are optional and detailed in this chapter.

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CROW'S PERCH TERRITORY		
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VELEN (NO MAN'S LAND)		
GRAYROCKS TERRITORY		
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VELEN (NO MAN'S LAND)

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SKELLIGE

ARD SKELLIG

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HINDARSFJALL

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(* indicates the name does not appear in your Quest menu)

Secondary Quests: White Orchard

DANGER ALERT SPOILER ALERT

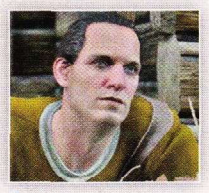
Missing in Action

Related Quests: Main Quest: Lilac and Gooseberries
Locations: Ransacked Village, Crossroads, Overgrown Cabin
Characters: Dune, Bastien, Rhosyn, Hussar
Enemies: Ghouls

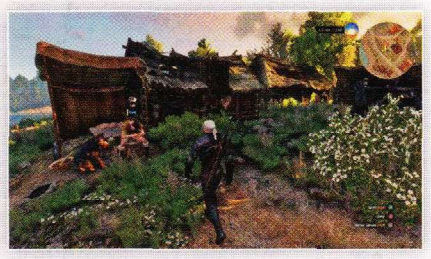
A BLIND MAN LEADING A CRIPPLE

OBJECTIVES:

- Meet Dune near the battle field
- Nearest Signpost: Northeast of Crossroads



Dune



QUESTING DECISIONS

This quest is accessible during Main Quest: Lilac and Gooseberries. Locate Dune at the Ransacked Village, and speak to him. This quest becomes inaccessible once you leave for Vizima.

Dune sits dejected, talking to his brother's dog, Hussar. Brother Bastien was a soldier who fought the Black Ones just outside the village. Agree to help Dune find his brother, and follow him as he runs under the hanging tree, and takes the path roughly northward past Crossroads, to the site of a recent battle. Speak to Dune again, and he explains the recruits from White Orchard painted a small flower on his brother's shield—this should aid you in your grim search.

A QUICK TRIP TO THE CROSSROADS

You can Fast Travel to the battlefield location (Crossroads signpost), in which case Dune and Hussar arrive ahead of you.

OBJECTIVE:

- Search for Temerian shields with small white flowers painted on them.

Wade down into the Objective Area and study the corpse-strewn field using your Witcher Senses. You soon come across a shield, but it belongs to another villager. Methodically inspect each shield you come across, moving across the fetid landscape, and dealing with around four ghouls who prowl for morsels of fallen flesh.

A burned corpse lies in the lonely southwest corner of the battle field. The shield matches Bastien's, but the corpse isn't as broad-shouldered. Bastien is close though, as Hussar picks up his master's scent.

OBJECTIVE:

- Follow the dog's trail.

Bastien

Rhosyn

Use your Witcher's Senses and follow the footprints through the undergrowth, optionally pausing to examine the trail as you go. The trail leads you to an overgrown cabin where you're surprised to discover Bastien (badly wounded but still alive) speaking with a Nilfgaardian deserter named Rhosyn. Dune is surprised at this turn of events, but knows he can't simply leave the Nilfgaardian deserter to his own kind. It falls to you to administer final judgement upon Bastien's rescuer. You can:

- Agree with Dune that leaving Rhosyn alive is too risky, and abandon the soldier.
- Agree with Bastien and show some nordling leniency, keeping Rhosyn alive.

ALTERNATIVE PLANS

You may also stumble across Rhosyn and Bastien yourself, without starting this quest. If you do, Bastien asks you to seek his brother Dune out. In this scenario, Rhosyn always dies as there is no one around to convince him to take in the wounded Nilfgaardian soldier.

Twelve hours later, Dune, Hussar, Bastien (and optionally Rhosyn) have moved into a small farm south of White Orchard, together with Dune's wife, Liesje.

If you ignored this quest and travelled to Vizima, Rhosyn and Bastien both die of starvation. Their corpses can be found in the overgrown cabin.

DANGER ALERT SPOILER ALERT

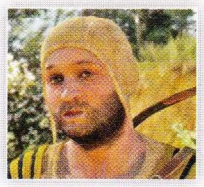
Precious Cargo

Related Quests: Main Quest: Lilac and Gooseberries,
Main Quest: The Beast of White Orchard
Locations: Swamp (south of Nilfgaardian Garrison), Insurgent Camp
Characters: Private First Class John Geermer (Merchant)
Enemies: Insurgents (Bandits)

A MEDIOCRE MERCHANT

OBJECTIVES:

- Find the little box the merchant mentioned.
- Find where the cart left the road.
- Find the cart.
- Nearest Signpost: Nilfgaardian Garrison.



Merchant (John Geermer)

QUESTING DECISIONS

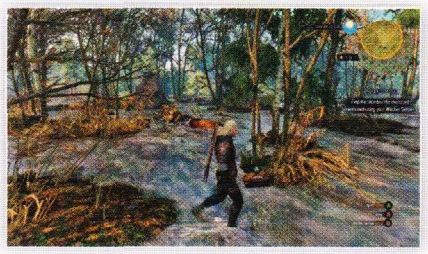
This quest is accessible during Main Quest: Lilac and Gooseberries or Main Quest: The Beast of White Orchard. Locate the Merchant close to the edge of the swamp south of the Nilfgaardian Garrison.

Approach the forlorn merchant tending to a damp camp. Shouting for you to come over, he explains he ignored the warnings and became a cropper in the nearby swamp, losing his wares. He's particularly concerned about a little box, and hopes you can find it for him. Agree to his request and set off down the road to the objective area (northwest).

Use your Witcher Senses and examine the cart tracks that lead off into the swamp. Then wade into the unpleasant water. A few methodical moments later, and you should stumble upon the cart, riddled with arrows. With your senses, inspect the dead horse, and the remains of a merchant—both struck by arrows from a well-aimed bow.

SCATTERED SUPPLIES

Feel free to gather any items you can from the trail of supplies scattered around and among the cart wreckage.



Expect a confrontation with a drowner or two as you inspect the clumps of swamp trees surrounding the ruined cart. The strongbox is under one of these thickets. Loot it. Of course, your detective work has solved the mystery of how the cart left the road. The "merchant" seems to have ambushed the transport and then mislaid its spoils.

ITEM: **Quest Item: Locked Strongbox**

A BETTER BOWMAN

OBJECTIVE:

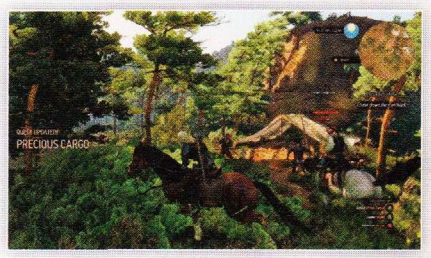
- Return the box to the merchant.

Head back to the merchant at this point, and decide how you'd like to continue this quest. Your conversation choices are important here. You can:

- Tell him you found his box, hand it over, and receive a small reward of crowns as the quest concludes.
- Tell him you've seen through his lies. After an ineffectual attempt to distract you, he flees by horse, and the quest takes a turn for the dramatic. The following objectives now begin:

OBJECTIVES:

- Chase down the merchant.
- Knock the merchant off his horse.
- Defeat the bandits.
- Nearest Signpost: River Crossing



The merchant is a terrible liar, but an accomplished rider. Race after him, using your gallop and shortcuts along the main road to reach him, before employing sword, crossbow, or bombs to drop him from his horse. Be quick! If you let too much distance come between you and the merchant, and this quest fails, the man has fled!

Continue to follow, and the merchant eventually leads you into a Temerian insurgent camp he is part of (just northeast of the River Crossing signpost). Expect combat with around three bandits and the merchant himself. After everyone is down, it seems the merchant isn't quite dead.

If you knocked the merchant off his horse, or defeated the insurgents, he reveals his true identity; a private in the Temerian army, who attacked the transport for its medicine. You can:

Return box to the merchant, no questions asked:

ITEM: **20 Novigrad Crowns**

Strike a deal with the merchant:

ITEM: **30 Novigrad Crowns**

Extort the merchant:

ITEM: **50 Crowns, Plus 5x Celandine and 4x White Myrtle**

Hand the merchant over to the Nilfgaardian Garrison:

ITEM: **30 Novigrad Crowns**

DANGER ALERT — SPOILER ALERT

A FRYING PAN, SPICK AND SPAN

Related Quests: Main Quest: Lilac and Gooseberries, Main Quest: The Beast of White Orchard
Locations: Locked Hut
Characters: Old Woman
Enemies: None

QUESTING DECISIONS

This quest is accessible during Main Quest: Lilac and Gooseberries. Locate the Locked Hut along the river bank on the path between White Orchard and the Nilfgaardian Garrison.

FIND A PAN FOR DEAR OLD GRAN

OBJECTIVE:

- Break into the locked hut.

Approach the old woman on the river's sandy shoreline, watching as she mutters about never again lending out anything to strangers, and speak with her. After she explains that she let someone borrow her prized frying pan, which is inside the locked hut, agree to inspect the hut and the strange smells coming from within. Begin your hut infiltration with a swift Aard Sign to smash the door open.

You can also get her attention by blasting Aard at the door before speaking to her. You can also refuse to help her verbally, then enter the hut and help her anyway.

OBJECTIVES:

- Search the hut and determine what happened here.
- Return the frying pan to the old woman.

There's more than just a rotting corpse inside this dwelling. Use your Witcher Senses to discover that the victim's throat was garroted, as well as a cracked monocle lying nearby. There's also a pile of smoldering documents in the fireplace. The pan itself is safe and sound; in fact, it's been scrubbed clean as the mystery man needed the soot to make ink for his clandestine letter-writing.

ITEMS: Quest Items: Silver Monocle, Burned Papers, Frying Pan

Back outside, explain your findings, and the fate of the two gentlemen who tussled inside this hut. The papers reveal someone was waiting for a contract to show up, but he never did. You're given a few crowns for your troubles as this quest concludes. As for the spy who stayed here? It was Thaler!

DANGER ALERT — SPOILER ALERT

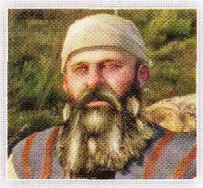
TWISTED FIRESTARTER

Related Quests: Main Quest: Lilac and Gooseberries
Locations: White Orchard
Characters: Willis
Enemies: Drowners

A PUNKING INSTIGATOR

OBJECTIVE:

- Use your Witcher Senses to look for evidence about the arsonist behind the forge.



Willis

QUESTING DECISIONS

This quest is accessible during Main Quest: Lilac and Gooseberries. Locate Willis the dwarf blacksmith in the center-north of the village.

Willis the blacksmith of White Orchard is furious with one of his own townsfolk for razing his smithy to the ground, and seeks someone to investigate the culprit responsible. It could be anyone in White Orchard, but once you agree to help him, your clues lie in the bushes behind the forge, to the south. Use your Witcher Senses to discover the following:

- The shavings from a tinderbox, and boot prints from a large man.

OBJECTIVE:

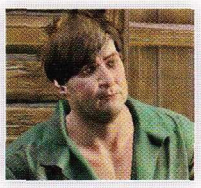
- Follow the trail.

The trail continues east into the orchards the town is named for. Aside from a urine-soaked tree, the footprints lead directly to the edge of a lake near the Woesong Bridge. Inspect the area near the small rock cluster to see where the arsonist took off his boots and waded into the water.

Follow this lead literally, and wade through the water under the bridge, and back onto the same side of the bank, where a lost boot is found, as well as signs of a scuffle with drowners.

The drowers are still active—fight a few of them or flee. The trail continues around and onto the bridge, with the arsonist suffering a light wound, and the footprints continue back into town, ending at the front door of the cottage opposite the tavern. Step inside.

FEAR ADDICTED, DANGER ILLUSTRATED



Napp

Use your Witcher Senses to look the inhabitants of this cottage up and down. *The perpetrator is in the bedroom behind the fireplace, propped up against a* wall. Use your senses to double-check the drowner marks on his arm.

OBJECTIVES:

- Talk to the suspect.
- Return to the blacksmith.

This wretched fellow cracks under the lightest of interrogation, admitting to the crime, but reasoning that his hatred of dwarves somehow promulgates his cause. Napp offers some of his dead mum's gold if you don't turn him in.

At this point, you have two choices (at the end of the conversation with the arsonist). You can:

- Ignore his pleas, drag him to Willis (using Axii Delusion Level 1, or beating him to the ground when he refuses), and claim your reward from the dwarf.
- Agree to his pleas, claiming your reward from the arsonist, letting him go with a warning, and return to the dwarf to let him know you couldn't find the culprit.

In either case, the quest concludes.

Did you side with the arsonist? Then you might want to return to White Orchard later to see if that forge is still standing. Is that the smell of a burning forge in your nostrils?

DANGER ALERT SPOILER ALERT

FAITHFUL FRIEND

Related Quests: Main Quest: Something Ends, Something Begins (II)
Locations: White Orchard, Woesong Bridge
Characters: Peasant, Gulden's Master
Enemies: None

GALLOPING GULDEN

OBJECTIVE:

- Catch the runaway horse.

QUESTING DECISIONS

This quest is only accessible during the Epilogue of the Main Quest: Something Ends, Something Begins (II).

Gulden's Master

As you emerge from the White Orchard Tavern, a peasant is attempting to calm a rearing horse. Watch and the rider is jostled while the horse gallops off, usually across Woesong Bridge. Follow the trail across the bridge, to where a soldier is resting with the horse—now considerably less spooked.

You can ask whether the fellow has been away long, the side he was on when he fought, and tell him you can see the horse (named Gulden) is in good hands now that his owner has returned. A faithful friend is reunited with its master. The quest concludes.

SECONDARY QUESTS: VELEN: CROW PERCH (9)

QUESTING DECISIONS **Unless otherwise stated, the Crow Perch quests are accessible during your exploration of Velen and Novigrad during Act I.**

DANGER ALERT SPOILER ALERT

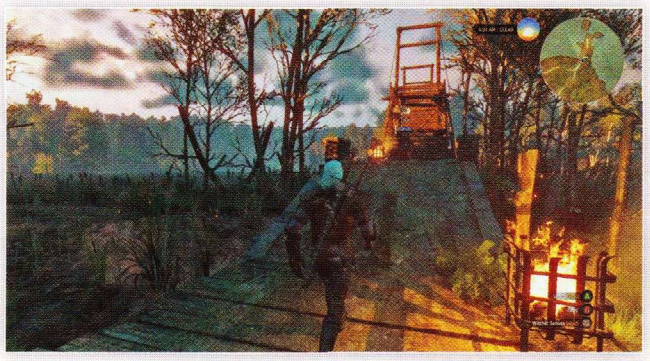
DEADLY CROSSING (I)*

MIND THE GAPS: TROLL BRIDGE TOLL

At the bridges and river crossings of war-torn Velen, expect to encounter groups of ne'er-do-wells. They can be hostile, so use diplomatic conversation choices, avoid them, or engage them.

- At the "Troll Bridge" on your map, you encounter a group of bandits ordering a toll to be paid. Your words speak louder than your actions, at least at first:
  - » (50 Crowns) Pay the bandit, and cross the bridge.
  - » (Axii Level 2) Flummox the bandits, and pass.
  - » Introduce the three bandits to the pointy end of your steel sword. Then manually lower the bridge at the wooden winch.

Locations: Mulbrydale, Lindenvale, Crookback Bog Orphans Village, Crossroads, Troll Bridge
Characters: Looters, Bandits
Enemies: Looters, Bandits
Recommanded Item: 50 Crowns, Axii Level 2



DANGER ALERT SPOILER ALERT

DEFENDER OF THE FAITH (I)

Locations: Blackbough, Duen Hen, Byways
Characters: Peasant, Master Friedrich of Oxenfurt
Enemies: Students (Vandals)

QUESTING DECISIONS

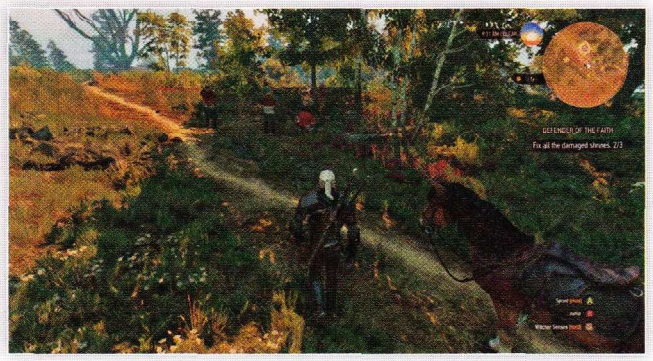
Locate the peasant who requires your help at one of two different locations. The junction of the road leading eastwards from Blackbough (shown), or the small hillside shrine of Duen Hen in The Mire (Secondary Quest: Defender of the Faith (II), page 220).

BLASPHEMERS! SHOULD ALL BE FLOGGED!

OBJECTIVES:

- Fix the damaged shrines (3).
- Nearest Signpost: Blackbough
- (Optional) Defeat the vandals.

Shrine to Vernia the Merciful (upright)



Approach a ranting peasant woman on the hill known as Duen Hen, and listen to her diatribe. It seems blasphemers (pox take them) profaned a shrine to Verna the Merciful. Agree to "fix" these shrines (by lifting the effigy of an old woman carved in wood to an upright position). There are three to find (in any order.

- The first (if you started this quest in The Mire) is atop a small hill known as Duen Hen in the southwest of this province.
- The second (if you started this quest in Crow Perch) is at the junction of the road leading eastwards from Blackbough.
- *The third shrine* is in the very southwestern parts of Velen, southeast of the Byways signpost.

When you reach the last shrine (in any order), it is being desicrated by a group of vandals lead by a flouncing philosopher. He firmly believes that religion is the opiate of the masses, and insists on vandalizing shrines. You can:

- Agree to leave him to his stand against the old ways and intolerance. The quest then concludes.
- Disagree with the dandy's methods, and tackle him and his three vandal cohorts. The quest then concludes.

DANGER ALERT SPOILER ALERT

FACE ME IF YOU DARE!*

Location: Crow's Perch, Novigrad
Characters: Ronvid of the Small Marsh
Enemies: Ronvid, Thugs

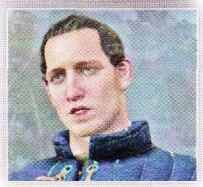
RONVID OF THE SMALL BRAIN

OBJECTIVE:
- Nearest Signpost: Crow's Perch

An idiot with a deathwish stands at an intersection of dirt paths close to the bridge into Crow's Perch. He seeks to challenge you to a duel, babbles on about the honor of Maid Bilberry, and also the one hundred knights he wishes to slay in mortal combat. You're his first. Despite your best banter, the fight commences.

It also stops abruptly after you inflict a few choice hits on Ronvid. Defiant even after an embarrassing display of swordplay, he heads on his way. Finish up any of the conversations as you wish (with a threat, or a promise).

A few days later, you may stumble upon Ronvid again, just outside Novigrad (look around each of the gates).



Ronvid of the Small Marsh

Now armed with shield and sword, he is ready for a rematch! Once again, he stops the combat and gives up after a few hits.

Two days later, you may find Ronvid in Novigrad (check along the docks or harbor on the west side of the city). This time he isn't alone. There are two hired thugs with him to take you down, now he realizes you're a witcher. You can:

- Fight and kill them all.
- (Axii Delusion Level 2) Convince them they are tired and should go home.

Afterward, this quest concludes.

DANGER ALERT SPOILER ALERT

FOREFATHER'S EVE

Related Quests: Main Quest: Family Matters; Main Quest: A Princess in Distress
Locations: Fyke Isle; Blackbough; Pellar's Hut
Characters: Pellar; Old Man Ambros
Enemies: Drowner; Water Hag; Witch Hunters; Wraiths; Rotfiends

A MAN WHO FEARS NO EVIL, THE PELLAR NEEDS...

QUESTING DECISIONS

Head to Crow's Perch after completing Secondary Quest: A Towerful of Mice before Main Quest: Family Matters; or head outside Keira Metz's cottage (if you completed Main Quest: Family Matters, and then Secondary Quest: A Towerful of Mice: The pellar should automatically stroll up to meet you.

OBJECTIVE:

- Meet the pellar in the stone circle on Fyke Isle.

The Pellar

Soothsayer and friend of goats, the pellar approaches and requests your presence at a ritual that begins tonight on Fyke Isle. There are rites to conduct on Forefather's Eve, and you're hired to provide protection from the damned souls that may disrupt the ceremony. Agree to help, then journey to the standing stones on the southwestern part of the isle. An assembly of peasants is already enthralled by the pellar. You have one more chance to meditate and prepare for the battles to come. Then the ritual begins in earnest.

NO TOLERATION FOR NECROMANCY

OBJECTIVE:

- Protect the ritual's participants.

While the pellar gesticulates, bring your sword to bear on a few drowners that attack from the edge of the circle that is closest to the lake. These five wet souls are backed up by a water hag. Be sure all are defeated, and draw them away from the pellar. Fight close to the water. Afterwards, the pellar summons old man Ambros from the flickering flames.

After quite a conversation, you're about to witness further chatter between Pellar and ghost, when the ritual is interrupted. Not by monsters, but witch hunters. They want to put a stop to this necromancy in no uncertain terms. The pellar asks you to intervene. You have an important choice to make. You can:

- **Tell the witch hunters to leave the pellar and peasant alone. Neither side can be reasoned with, and the witch hunters attack you. The next objective begins.**
- **Tell the pellar this is not your fight. The witch hunters move to disperse the peasants, and the fire is snuffed out. The pellar is most dispondant at your actions, and the quest concludes.**

ALL IS GLOOM. WHAT BEINGS IN THE DARKESS LOOM?

OBJECTIVES:

- Defeat the witch hunters.
- Defeat the wraiths.

Cut the three witch hunters down so the ritual may continue. Alas, blood has been spilt on this hallowed ground, and the pellar is worried other malicious entities may appear. He's correct—prepare to defeat three incoming wraiths.

Afterwards, it is clear the pellar is afraid of his father's ghost (especially as the wraiths referred to the death of Ambros as patricide). Agree to find the corpse of Ambros, and destroy this bond it has to the wraiths and the land of the living.

OBJECTIVES:

- Find the body of the pellar's father in the swamps.
- Burn the pellar's father's body.
- Nearest Signpost: West of The Orphans of Crookback Bog.

Swim or take a boat across the lake towards the marshes, and scout the edge of the bog, west of the Orphan Village. The corpse is in remarkably good condition (you can see where the pellar smashed in his father's skull). Defeat any rotfiends roaming the area, use Igni to set the corpse ablaze, and dismiss the patriarchal specter homing in on the pellar.

QUEST CONCLUSION: FOREFATHER'S GRIEVE

OBJECTIVES:

- Talk to the Pellar.
- Nearest Signpost: Northwest of Blackbough.

Head to the pellar's hut, close to the village of Blackbough, and speak to him. You may ask if he really slew his father, but your conversation ends positively, with the pellar agreeing to sell you any herbs and remedies you need. The quest now concludes

ITEM: All Velen Merchants: Discount

DANGER ALERT SPOILER ALERT

HIGHWAY ROBBERY*

TROUBLESOME THUGGERY

Location: Boatmakers' Hut
Characters: Trader
Enemies: Bandits, Wolves

Take a stroll through the forested pathway that winds from the Boatmakers' Hut to the southeast, south of Crow's Perch, and you may uncover a trader being attacked by three bandits. As you arrive, the trader turns out to be a bandit too—a ploy to trick any would-be heroes! Quickly slay each of them, and any nearby wolves.

DANGER ALERT SPOILER ALERT

LAST RITES

Converging Quests: Main Quest: Bloody Baron (page 71)
Location: Blackbough
Characters: Old Woman, Lessy
Enemies: Ghouls

LAYING AN OLD SPIRIT TO REST

OBJECTIVES:

- Find the old woman's husband's grave.
- Place the ring on the grave.
- Nearest Signpost: North of Blackbough.

Old Woman

Locate an Old Woman standing by the bridge overlooking the pond just north of Blackbough. She only appears at night. She emplores you to find the grave of her old husband (Jackamar), and bring a stop to the hauntings she says she's been the victim of.

Rid her of this specter by placing the ring she gives you on Jackamar's headstone. Something seems odd about this old dear (she's getting her battle dates wrong).

Jackamar's grave is northwest of here, along the bank of the pond, and up into the woods. This leads to an unmarked cemetery. Dispatch the prowling ghouls, utilize your Witcher Senses to find the gravestone, and deposit the ring on it as requested. Use Keira's Magic Lamp at this point, and you can see the ghosts reunite with each other.

OBJECTIVE:

- Return to the old woman for a reward.

Lessy

Head into Blackbough, and search for Lessy's hut. Speak to the old woman's grand-daughter, who has some startling revelations about her dear old gran. Then collect your inconsiderable reward.

ITEM: **Crowns**

DANGER ALERT SPOILER ALERT

LOOTERS (I)*

THESE PEASANTS ARE REVOLTING

Location: Heatherton; Wolven Glade
Characters: Peasants
Enemies: Peasants, Ghouls

Along the highways and byways of war-torn Velen, expect to encounter clusters of peasants, usually six in number (and sometimes with two on horseback), looting the corpses of the fallen. They are hostile, so avoid or engage them.

Woodland Gang: The wooded path east of Heatherton, and northeast of the Wolven Glade. Expect five infantry, and three horsemen.

DANGER ALERT SPOILER ALERT

MASTER ARMORERS

Locations: Crows' Perch (Velen), Clan Tordarroch Forge (Undvik), Wolven Glade (Velen)
Characters: Fergus, Yoana, General Harmon aep Groenekan, Baron's Quartermaster
Enemies: Rock Troll, Bandits, Archgriffin

NONSENSE SKELLIGE LEGENDS

OBJECTIVES:

- Ask if Fergus is a master armorer.
- Nearest Signpost: Crows' Perch.

Fergus

Fergus, a dwarf and supposed master craftsman with all types of armor, has a forge within the walls of Crows' Perch in Velen. Head there and speak with him. Even though you can request that he make you some armor, you're here looking for a "master armorer." Speak about a durable and lightweight suit, and Fergus reckons it's impossible to make.

Yoana

But his helper, Yoana, pipes up that the folk of Clan Tordarroch (on the isle of Undvik) have the tools to make such a piece. Fergus reprimands her for talking to the customers again. Despite this, Yoana describes where such tools can be found—in a cave on the north side of the isle.

SAILING TO SKELLIGE

Feel free to complete other quests closer to your current vicinity if you wish, since the ocean trek to Undvik (one of the isles on the western side of Skellige) can take a while. The optimal time to visit is during Secondary Quest: The Lord of Undvik (page 146).

TOOLS OF THE TORDARROCH CLAN

OBJECTIVE:

- Get blacksmith's tools from Undvik.

The trek to Undvik is perilous, and should be undertaken once you've visited Kaer Trolde with Yennefer, as part of the Main Quest. Once you're free to explore, set sail for Undvik itself, mooring your boat at the Marlin Coast marker. From there, you have a lengthy hike, which follows the path (exactly) that you take during Secondary Quest: The Lord of Undvik:

- Venture along the coast to the northwest, to the ship's graveyard.
- Find a winding cliffside path heading roughly southwest, then leads you across various small bridges to a massive giant's ship.
- Venture past the ship, then to Hjalmar's Camp, and work your way across the heath to the abandoned village of Urskar, on the southwest shore of the central lake (see previous picture).

From Urskar, trek up and into a slit-like cave opening, and a subterranean cave system. Take a long drop into a low pool, then work your way up the caverns and tunnels, until you reach a mountain-top ruin—the Clan Tordarroch Forge. When you're here, admire the view near the old ballista (see previous picture).

AN ALTERNATE ROUTE

If you're foolhardy, you can try approaching from the snowy pathways from the Dorve Ruins to the east, although hiking away from the paths can result in a slip and tumble to your death.

With the vista ahead of you, turn to the left, so you're facing southwest (roughly), and you should see an unexplored cave opening. Go inside, and prepare to defeat a rock troll. Approach the hearth, using your Witcher Senses to find a chest just to the right of the stone mantle, where you gather the smithing tools Yoana mentioned.

ITEM: Quest Item: High-quality Smithing Tools

C--KING UP SIMPLE BUNGS

OBJECTIVE:

- Bring the tools to Fergus.

General Harmon aep Groenekan

Now return back to Velen, to Crows' Perch, and finally to the forge of Fergus. Tell him you have his tools. You're about to negotiate some payment, when a high-ranking Nilfgaardian officier (General Groenekan himself) arrives, dismounts, and asks the dwarf about a custom-made set of armor. They go inside to discuss, leaving you with an exasperated Yoana. Speak with her, and you discover she's the one with the talent (and clan hereditary), while Fergus can't even shoe a horse.

- Agree to help Yoana demonstrate her prowess by helping her build a set of armor that will out-perform the one that Fergus is constructing for the general. For this, she requires some acid from a draconic griffin—specifically the one seen north of Crows' Perch. If you actually have some, you can hand it to her now, and skip the following contract.

DANGER ALERT SPOILER ALERT

CONTRACT: COMPONENTS FOR AN ARMORER

Related Quests: Main Quest: The Bloody Baron; Main Quest: Witch Hunt
Locations: The Hanging Tree; Mulbrydale, Inn at the Crossroads, Heatherton
Characters: Hendrik
Enemies: Bandit, Rabid Dog

ACCESSING ARCHGRIFFIN ACID

OBJECTIVES:

- (Master Armorers): Get gland acid from an archgriffin.
- Take the gland acid to Yoana.
- (Contract): Find the archgriffin using your Witcher Senses and kill it.

Track this fabled beast to a partly wooded area north of Crows' Perch, and just north of the Wolven Glade marker. Find the road through the northern part of the woods, usually where a group of bandits are hanging out. Introduce them to the sharp end of your sword, before inspecting the area with your Witcher Senses tingling:

- There's evidence of bloody body parts and claw prints by the road.
- An archgriffin feather is found on the hillside pasture, roughly north, as you exit the edge of the woods.

The nest itself is at the top of the hillock, and after a lengthy wing-clipping, you should bring this beast down with a thud and cut out the necessary ingredients for Yoana.

ITEMS: **Quest Items: Archgriffin Acid Gland, Griffin Trophy, Ingredients: Archgriffin Pancreas, Griffin Feathers**

GIVING THE ARCHGRIFFIN SOME GRIEF

Consult the Bestiary to gain insight into this creature, if combat isn't going your way. The archgriffin is vulnerable to the following:

Bomb: Grapeshot

Oil: Hybrid

Sign: Aard

OBJECTIVE:
- Take the archgriffin trophy to the baron's quartermaster.

Now you have the acid gland, be sure you cut off the griffin's head (the trophy), and return it to the Baron's quartermaster, who sells his wares on the left side of the archway within Crow's Perch, opposite Fergus and Yoana. He has a reward of crowns for proving you slew the archgriffin. The Contract part of this quest now concludes.

ITEM: **Crowns**

MASTER ARMORERS (CONTINUED)

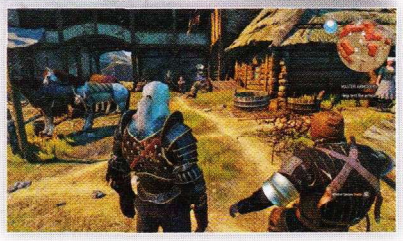
YOANA'S BEST PLATE

OBJECTIVE:
- Help test the armor.

Back at Crows' Perch, speak to Yoana (not Fergus) at the forge and hand over the acid. She applies it to her handiwork—a spectacular set of plate armor. The general arrives, and Fergus shows off his slightly less robust piece. Amid the confusion and the general's consternation, it is agreed to test both sets of armor to see who is the real artisan. Agree to help Yoana again.

Stand beside a hapless peasant the general has tasked with testing his armor (made by Fergus), while you stand clad in Yoana's best. The general notches his crossbow, and the peasant is brought down with the bolt.

He'll live, but he's not impressed with the tin can he's wearing. The general fires at you, and as Yoana predicted, the bolt doesn't even leave a mark.



The general proclaims *the forge to belong to* Yoana now, and a dejected Fergus heads off to stoke the fire. Yoana rewards you with a set of armor just for yourself; simply return to her in one day to claim it. The quest now concludes.

ITEM: **(Quest Item): Witch Hunter's Armor**

YOANA'S HIGHEST QUALITY WARES

Yoana can forge the highest quality armor for you from this location, so take advantage of this!

DANGER ALERT SPOILER ALERT

WILD AT HEART

Locations: Crow's Perch; Blackbough; Isolated Shack
Characters: Niellen, Margaret, Glenna, Blacksmith, Hanna
Enemies: Nekker, Wolf, Bear, Werewolf

A BLEAK LOOKOUT IN BLACKBOUGH

OBJECTIVES:
- Talk to the hunter named Niellen.
- Nearest Signpost: Blackbough.

Niellen the hunter

Read a Notice Board (such as the one at Crow's Perch) and look for a missive from a local hunter named Niellen, whose wife Hanna has gone missing. He's beside himself with worry. Canter on over to the village of Blackbough, find Niellen (he's usually standing outside his cabin), and speak with him.

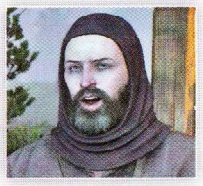
Niellen's story matches the one he pinned to the Notice Board, but your talk is interrupted by Margaret (Niellens sister-in-law) who mentions a friendship with the butcher's wife. You now have two objectives:

Margaret the sister-in-law

OBJECTIVES:
- Ask the neighbors about Hanna.
- Search for signs of Hanna in the woods using your Witcher Senses.

Start with an interrogation of the villagers. The chicken-plucking Glenna is only a fence-hop away. Ask about Hanna and Glenna reckons she was a cheerful sort, but probably got eaten by wolves (or howlers) while picking mushrooms. Now head over to the blacksmith's, where your conversation yields results from the blacksmith's children (who Hanna minded from time to time) the boy swears he saw Hanna enter the woods with another woman.

Glenna the butcher's wife


Blacksmith

TORN TO PIECES

Now enter the woods to the northwest of Blackbough. Expect pockets of wild nekkers and wolves to dispatch. Once you reach the objective area, you can find a pack of wolves surrounding a corpse that could be a clue. However, once you dispatch the wolves to clear the way for the investigation, Margaret suddenly interrupts your search. She pleads with you to end the search and lie to Niellen that his wife is dead. You have two opportunities to agree to this. You can:

- Agree, receive 55 crowns from Margaret, return to Niellen and lie to him regarding his wife's fate, and receive an additional 10 crowns.
- Agree, receive 55 crowns from Margaret, and continue to complete this quest.

ITEM: Crowns

- Refuse, receive a verbal tongue-lashing as Margaret walks off, and continue your woodland search.

Slightly southwest of the center of the objective area is a grim discovery; the rotting corpse of Hanna who has been literally torn to pieces. Close by is the body of a dog; examine that to see long cuts made with lengthy claws. Note the claw marks on the ground around the dead dog, too. You know what made these lacerations…

OBJECTIVE:

- Find the werewolf lair using your Witcher Senses.

Near to the dead dog are paw marks near an upright stone where the werewolf climbed a tree. Close by is a tuft of fur, and a stench you can follow through the woods. Look up with your Witcher Senses as you spot the scent moving through the tree branches, and track it back to the ground, eventually finding some shredded clothing. While this is happening, expect to encounter more wolves and a bear.

Look northwest from the discarded clothes, and find the hunter's quarters (Isolated Shack signpost), and enter the premises. On a bed are some Mysterious Notes. Read them to confirm your suspicions of werewolf activity.

ITEM: Quest Item: Mysterious Notes

Now exit and inspect some freshly-dried blood to the side of the structure. Venture under the property, to a hidden cave with a door you need to smash open using Aard.

END: A LYCANTHROPELESS ROMANTIC

OBJECTIVES:

- Search the werewolf's lair.
- Defeat the werewolf.

Enter the cave, and follow the tunnel until it opens up into a large cavern. If you arrived during daylight hours, meditate until nightfall. Meditate inside the cave, and the wolves (and werewolf) approach from the outside. A wolf charges you, followed by the fearsome werewolf himself! Begin combat with this lycanthrope, whittling his health down to almost naught. As you're about to inflict a killing blow, a shrill voice interrupts you. It's Margaret, again!

Revelations abound: It seems the werewolf is Niellen himself! Furthermore, it seems Margrit has become besotted with Niellen—to such an extent that she lured her own sister to a savage demise by the claws of her own husband! And now no one can stop her love of Niellen. Well, except for you and the hairy beast you've brought to heel. Conclude this quest with an important choice. You can:

- Kill Niellen the werewolf, stopping him from murdering the (insane) Margaret, leaving her to flee.
- Leave Niellen the werewolf, who slays Margaret despite her protests of love, before turning on you. Niellen will follow you, and plead you put an end to his suffering.

Either way, you get a reward. You a key from Niellen's corpse. This opens a chest inside the Isolated Hut, for an additional (random) reward— a diagram and other goods. There are notes in the hut too, revealing the true horrors of lycanthropy.

ITEMS: Quest Items: Niellen's Key, Mysterious Notes

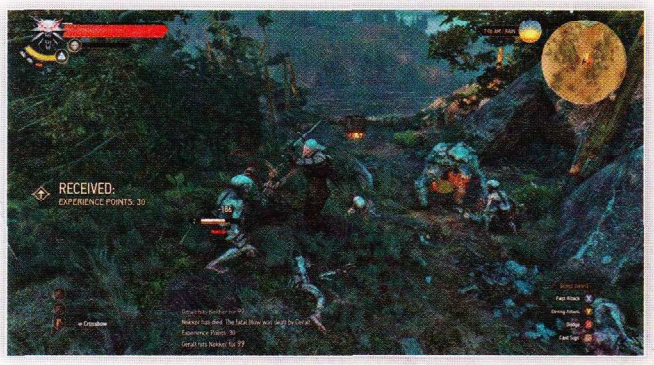
SECONDARY QUEST: VELEN: MUDPLOUGH (1)

QUESTING DECISIONS The Mudplough quest is accessible during your exploration of Velen and Novigrad during Act I.

DANGER ALERT **SPOILER ALERT**

HARASSING A TROLL*

BOTHERING BORIS: ZOUP-ALA-CORPSE



Locations: Inn at the Crossroads, Boris' Troll Camp
Characters: Boris
Enemies: Nekkers

Boris the Rock Troll

Travel into the thick forested undergrowth heading northwest from the Inn at the Crossroads. Close to the river bank is a small collection of rocks, a campfire, and a larger collection of five nekkers intent on swarming over a hapless rock troll. Join in the fray, and slay all of the nekkers.

Afterwards, Boris informs you that his culinary tastes (nekker soup) may have influenced the attack. No matter, you are gifted a small prize (which could be anything from herbs, other junk items, or even an elf head, which elects some additional surprising chatter from you) and the quest concludes.

ITEM: Item: Troll's Surprise

Secondary Quests: Velen: Grayrocks (11)

QUESTING DECISIONS **Unless otherwise stated, the Grayrocks quests are accessible during your exploration of Velen and Novigrad during Act I.**

DANGER ALERT SPOILER ALERT

At the Mercy of Strangers*

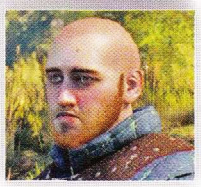
Locations: Mulbrydale, nn at the Crossroads
Characters: John Verdun
Enemies: Drowners, Wolves

AT THE LUNCH OF DROWNERS

OBJECTIVE:
- Nearest Signpost: West of Mulbrydale.

Head towards the shouts near the riverbank, ideally while running down the hill heading west from Mulbrydale. Unleash your might against three drowners in the area (and any wolves you may attract further up the road), and head down to meet the source of the screaming.

John Verdun is a soldier whose army was smashed to bits by the Black Ones. He escaped, but was tied up and left to die when the villagers he ran with found out about his desertion.



John Verdun

You can:

- Untie him, and he thanks you, but has no coin to give you.
- Or leave him to the drowners, and walk away. Return in a day or so to find his corpse, and more drowners to slay.

Either choice concludes the quest. If you help him, he appears north of the Pontar river (northwest of the Border Post), where he found the refugees that left him for dead. Accept a reward from him, or fight him and his new friends.

DANGER ALERT SPOILER ALERT

Bitter Harvest

Locations: Border Post, Scavenger Camp
Characters: Albin Hart
Enemies: Ghouls, Alghouls, Bandits

A GHOULISH GATHERING

OBJECTIVES:
- Protect the scavengers from monsters.
- Nearest Signpost: South of Border Post.

Albin Hart

QUESTING DECISIONS

This quest is also part of Secondary Quests: Fake Papers (page 214) and Thou Shalt Not Pass (page 216). You may wish to start either of those quests first.

The horrors of battle are on display in the boggy ground south of Halver Isle. But the rotting corpses and prowling ghouls haven't stopped a plucky band of scavengers from combing the remains of the slain. Clear the immediate area of enemies, and then go speak to Albin Hart, the scavenger supervisor. Agree to protect his peasant brethren from monsters as they pick the loot from the fallen.

- Position yourself on the southern slopes to intercept the monsters when they inevitably arrive. If they get a whiff of the scared peasants, they may choose to attack them instead.
- Spend most of your time slaying the ghouls (and alghouls) attacking from the southern slopes at the edge of the woods.
- Occasionally dart to the east and stop a few marauding bandits (some on horseback), but don't stay away too long. You will hear the monstrous growls whenever the ghouls approach.
- Periodically inspect the objective area perimeter, and always keep an eye on your minimap for moving targets you might not have seen visually.
- Expect to slaughter around a dozen foes before your job is done.

OBJECTIVE:
- Talk to the scavenger supervisor.

Once a dozen or so enemy monsters have fallen to your blades and magic, return to Albin and collect your share of the loot.

HAVE A HART!

If you fail to protect Albin, you may not be able to purchase the fake papers in Secondary Quest: Fake Papers.

ITEM: 15-50 Crowns* (*depending on how many scavengers survive)

DANGER ALERT SPOILER ALERT

Caravan Attack*

BY THE GODS, HELP ME!

Location: Marauder's Bridge
Characters: Caravaneers
Enemies: Bandits

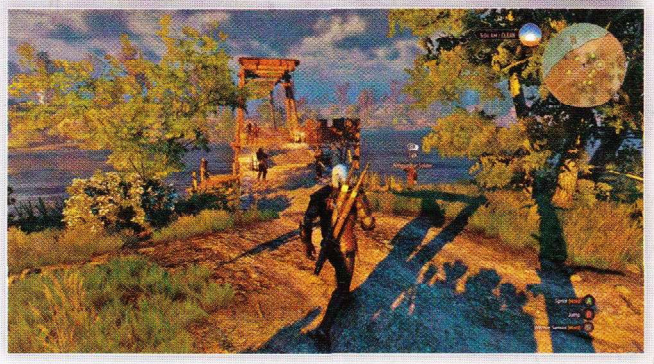
Locate the caravan heading along the dirt pathways near the ponds, west of Marauder's Bridge. Sounds of commotion from up ahead force you to interject in a fight between two caravaneers and a group of five bandits. Slay the fellows fighting the caravaneers, then speak to the traders, learning their hiring methods are somewhat suspect. Despite their impoverished state, they share a reward with you as the quest concludes. Seven days later, the surviving merchant appears at Crow's Perch, selling goods as a new merchant.

ITEM: **Crowns**

DANGER ALERT SPOILER ALERT

Deadly Crossing (II)*

Locations: Lindenvale
Characters: Nilfgaardian Soldiers
Enemies: Looters, Bandits
Recommanded Item: 525 Crowns



MIND THE GAPS: BRIDGE LOOTERS

At the bridges and river crossings of war-torn Velen, expect to encounter groups of ne'er-do-wells, looting the corpses of the fallen, or guarding valuables of some note. They can be hostile, so use diplomatic conversation choices, avoid them, or engage them.

Bridge Looters: A couple of looters are sifting through the corpses of the fallen red army at the long wooden river bridge south and a little west of Mulbrydale, and north of Lindenvale. They've found a weapon they want to sell. You can:

- (525 Crowns) Pay them and take the Mourner.
- Refuse, and be on your way.

ITEM: **Weapon: Mourner**

DANGER ALERT SPOILER ALERT

Death By Fire

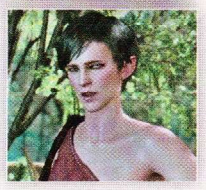
Location: Codgers' Quarry
Characters: Elven Victim
Enemies: Bandits

CA'HBRI LE! HELP!

OBJECTIVES:

- Defeat the bandits.
- Clear the blockage.
- Talk to the survivor.
- Nearest Signpost: Codger's Quarry.

On the pathway around the rim of Codger's Quarry (to the west) you should see smoke, and a burning cottage with a group of bandits standing outside it. They aren't receptive to reason, so you're left with the following choices:



Elven Victim

- Ignoring the situation.
- Slaughtering four foes before the elf they've trapped inside the structure is burned alive. Free the elf, and she assists with your combat against the bandits, using a bow.
- Speaking to the bandits and choosing not to get involved before using Aard to remove the blockade, releasing the elf who assists you with a bow.

Break into the structure with Aard, and the elf will pick up a bow and help you. Speak to the elf who was about to be burned alive by these thugs. But don't half-listen to her thanks because she mentions a hollowed-out stump behind the house where her valuables are hidden. You may take whatever you wish from it as the quest concludes.

ITEM: **200 Orens**

DANGER ALERT SPOILER ALERT

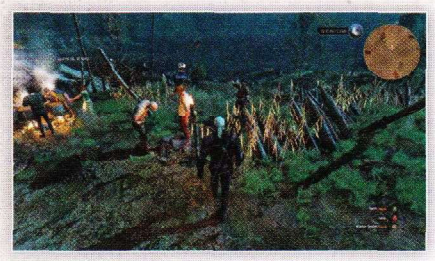
FAKE PAPERS

Locations: Border Post, Scavenger Camp
Characters: Money Trader, Albin Hart
Enemies: Alghouls, Ghouls, Bandits
Recommended Items: 50-100 Crowns

A LITTLE BIT OF PAPERWORK

OBJECTIVES:

- Help the counterfeit pass seller's brother-in-law.
- Nearest Signpost: Southeast of Border Post.



Shady Merchant

QUESTING DECISIONS

This quest is also part of Secondary Quests: Bitter Harvest (page 212) and Thou Shalt Not Pass (page 216). You may read up on those quests as well.

Just south of the river, close to the Redanian Border Post, is a reasonably bustling refugee camp. Locate the shady merchant close to a campfire, and speak to the him here. He explains that the Redanians hold all the fords that cross the Pontar (including the entrance to Oxenfurt), but a pass will get you through.

You can:

- (100 Crowns) Pay the man an exhorbitant fee for a pass, concluding this quest.
- Ask to go lower, and the trader tells you that his brother runs a business picking through the battlefields to the southeast, but he's constantly bothered by monsters. You help him, and he'll help you with a discount. At this point, you can:
  - » (Axii Delusion Level 1) Mention there's another way, and flummox the trader with Axii. He agrees to a cut-rate pass for 50 crowns, and the quest concludes.
  - » Agree to help the merchant's brother, Albin Hart (as shown). At this point, expect one of two occurrences:
  - » The objective appears, and you may head to the battlefield south of Halver Isle, and east of the Scavenger Camp. Albin's quest is actually Secondary Quest: Bitter Harvest (page 212). Finish this quest (defending the scavengers' grounds from alghouls, ghouls and bandits), and return to the shady merchant.
  - » If you've already met Albin Hart and completed Secondary Quest: Bitter Harvest successfully, you can let the merchant know, and he drops his price accordingly.
  - » If you fail (or already failed) Secondary Quest: Bitter Harvest, the shady merchant is upset at the loss of his brother-in-law, and refuses to sell you the pass. This happens whether you succeed or not in Secondary Quest: Bitter Harvest, if Albin dies.
  - » If you tell him you ran into his brother-in-law but refused to help, the shady merchant does not lower his price.

ITEM: Quest Item: Transit Pass

END: BITTER HARVEST

DANGER ALERT SPOILER ALERT

FUNERAL PYRES

BURNING THE DEAD OF MULBRYDALE

OBJECTIVES:

- Find and burn the bodies lying in pits on the battle field (3).
- Nearest Signpost: Mulbrydale.

Location: Mulbrydale, Border Post
Characters: Priest of Eternal Fire, Titus Gielas
Enemies: Ghouls, Rotfiends, Priest's Guards

Encounter a priest of Eternal Fire, flanked by two guards along the cart road running west of Mulbrydale. For a mixture of condescension and pomposity, speak to the priest, who also has a task for you—to rid the battlefield of necrophages, foul beasts that seek to feast on the rotting. You're given some holy oils to douse three charnel pits, and sent on your way.

Priest of Eternal Fire

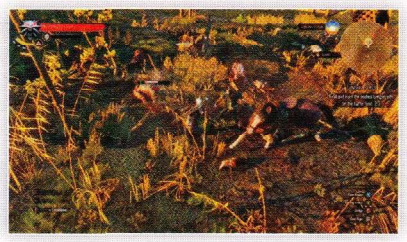
BURNING DESIRES

The pits can be approached in any order. The following route is optimal.

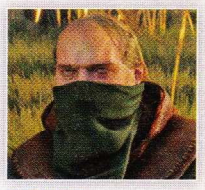
Pit #1 is a short dash southwest of your current position. The smell is terrible, but the combat techniques of the rotfiend lurking here may hinder you. Once the foe is dispatched, approach the corpses near the cart, "use" to sprinkle the oil on them, and light the pit up with Igni.

Pit #2 is a run northwards of the first pit, over the hill and down into thicketed woodland, southeast of the Scavenger Camp. Defeat the family of four ghouls before you sprinkle, then set the pit on fire.

Pit #3 is a horse ride away to the southeast, or a shorter gallop northwest if you Fast Travel to the Louis Ferry Station along the river bank.



As you approach, a pack of ghouls is facing down a masked assailant. Jump in to help, and afterwards Titus Gielas speaks to you. This thief and fisstech dealer was left to die in this pit after being double-crossed by one of his buyers. The priest who hired you in the first place! Finish your pit burning, leaving Titus to wander away.



Titus Gielas

END: BRIBERY AND INCORRUPTION

OBJECTIVE:

- Return to the priest of the Eternal Fire.

The priest and his bodyguards (now known fisstech users and ne'er-do'wells) have moved and are along the northern river bank southeast of the Border Post. Approach the priest, and let him know the following:

- His mission has been completed. There's no talk of the Priest's more nefarious activities, as the quest concludes.
- If you spoke to Titus about the "priest", you mention it now. You're then bribed to keep quiet. You can accept the 200 crowns, or fight the priest and his two guards (taking the crowns from his corpse afterward). The quest then concludes.

ITEM: Crowns

DANGER ALERT — SPOILER ALERT

LOOTERS (II)*

GHOULISH GATHERERS

Location: Codger's Quarry
Characters: Peasants
Enemies: Ghouls

Along the highways and byways of war-torn Velen, expect to encounter clusters of peasants, usually six in number (and sometimes with two on horseback), looting the corpses of the fallen. They are hostile, so avoid or engage them. Find them at the inactive Codger's Quarry, where an initially gruff chat turns into a pleading for help against four ghouls.

DANGER ALERT — SPOILER ALERT

MAN'S BEST FRIEND*

Locations: Inn at the Crossroads, Border Post
Characters: Boy and Girl
Enemies: Wild Dog

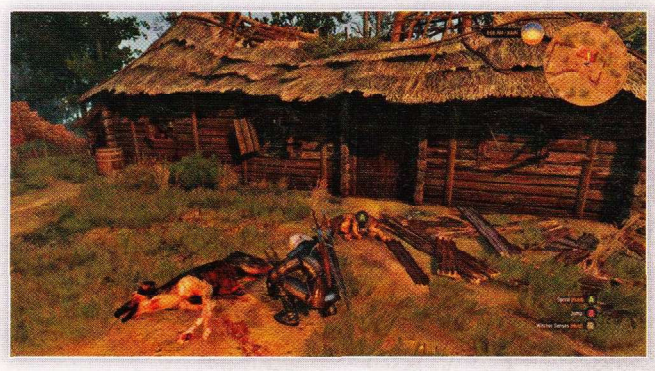
OBJECTIVE:

- Nearest Signpost: Inn at the Crossroads.

CANINE CUISINE

The toil of the war is seen everywhere, including the ruined remains of a farmer's cottage on the path between the Inn at the Crossroads and the Border Post. Inspect the campfire here, where a wild dog is howling by the bones of its more domesticated cousin. Slay the dog, then use your Witcher Senses to inspect the dead dog. It has been roasted.

Voices can be heart from the cottage. Approach the door and you coax four children outside, who haven't eaten for days. Ignore them, or hand them food or money, and you're rewarded with a child's toy and a book.



DANGER ALERT SPOILER ALERT

THOU SHALT NOT PASS

Locations: Oxenfurt, Western Gate, Border Post
Characters: Redanian Soldiers, Shady Merchant
Enemies: None

KING RADOVID'S SEAL

OBJECTIVE:

- *Acquire a pass granting permission to cross the Pontar.*

Redanian Soldier

The bridges across Pontar River are both closed, and heavily guarded by Redanian troops after the recent war. Whether you're trying to head through the Western Gate into Oxenfurt (first picture), or you're trekking through the mud and human misery to access the Border Post in Velen (second picture). You cannot use the main thoroughfares (though swimming across is possible, but beware of archers). Speak to one of the soldiers on the border, and they tell you a pass is required for safe passage.

QUESTING DECISIONS

This Quest is also part of Secondary Quests: Fake Papers (page 214) and Bitter Harvest (page 212). You may read up on those quests as well.

FAKE PAPERS, OR BITTER HARVEST

Money Trader

Journey to the refugee camp, and wade through the human flotsam to locate the shady merchant—a man shouting that he's able to provide such a pass… for a fee. At this point, Secondary Quest: Fake Papers begins. Consult that quest (see page 214) for options on obtaining the pass.

END: EVERYTHING'S IN ORDER

Once you have your pass to hand, bring up your World Map, and note the two areas (Oxenfurt's Western Gate, and the Border Post) that can be accessed. Approach the border soldiers, show them your pass, and after a bit of banter, you're allowed through. The quest concludes.

OBJECTIVE:

- *Use the pass to cross the Pontar.*

ITEM: **Quest Item: Transit Pass**

DANGER ALERT SPOILER ALERT

THE VOLUNTEER

Locations: Oxenfurt Port, White Eagle Camp
Characters: Rock Troll
Enemies: None

SINGING A HAPPY TUNE

OBJECTIVES:

- Look around the area.
- Nearest Signpost: White Eagle Camp.

It seems Berto Bertolomiu, Captain of the Oxenfurt Garrison, has left a warning note entitled "Beware of Trolls!" on the Notice Board in the Whitebridge district (north) of Oxenfurt. Read it (or simply stumble upon the troll itself), and begin a search of the area. This involves boating or swimming across the Pontar River, heading westwards to a cluster of low-lying islands. Soon you'll stumble across a makeshift camp of wrecked boats and other flotsam, and a rock troll singing a Redanian marching tune.

Speak to the lumbering brute, and you'll discover he was hired by the Redanians to watch their boats. He's been eating those that venture too close to his lair, and by the end of the conversation, you can:

- Choose a violent end and slaughter the troll, fulfilling the request of the guard captain.
- Agree to find some red and white paint, so the troll (if you're understanding the half-gibberish he spouts) can mark this lair as a Redanian colony.

END: BEAUTIFOO, PRETTY BIRDO

OBJECTIVES:

- Find the paint the troll needs.
- Deliver the paint to the troll.

Birdo Colony insignia

Return to Oxenfurt on your search for paint. You are fortunate that the General Store in Whitebridge (across from the Notice Board) in the north of the city has the paint you need. Speak to the store owner, and purchase it (during daylight hours).

ITEM: **Quest Item: Paint**

Make a return journey to the troll's camp, and present the paint. The troll hopes you can use your not-considerable painting talents to daub the insignia (which must be chicken based) onto one of the ruined boats. You duly oblige, or let the troll paint the insignia and are justly rewarded with something hilarious daubed on the camp wall, as the quest concludes.

ITEM: **Diagram**

Secondary Quests: Velen: The Descent (5)

QUESTING DECISIONS **Unless otherwise stated, The Descent quests are accessible during your exploration of Velen and Novigrad during Act I.**

DANGER ALERT SPOILER ALERT

Hazardous Goods

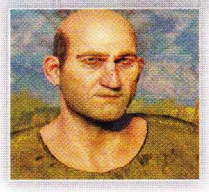
Locations: Lanka Estate, Reardon Manor
Characters: Gert Borel
Enemies: Ghouls

GERT BOREL'S GOING TO GET BOILS

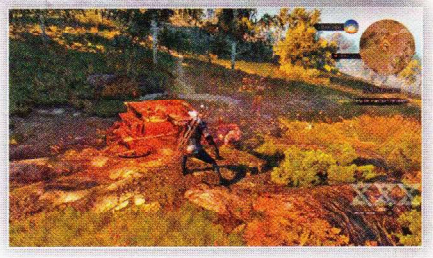
OBJECTIVES:

- Help the trapped man.
- Help the man burn the bodies.
- Nearest Signpost: Lanka Estate.

While traversing the trail high above the southern river bank, you may come across a group of ghouls attacking a lone man with a cart. After dispatching the fithly fiends, approach the man (Gert Borel) and speak with him about the piles of corpses he's been carrying on his cart. Choose any topics you wish, but with one firm opinion; you need to burn this cart, and the plague victims in the vicinity.



Gert Borel



Despite Gert's assurances he's immune to the plague ravaging the area, he agrees to let you torch his cart. Simply aim at it with Igni, and be on your way.

A few days later it is possible to find Gert wandering the battlefields of southern Velen (near a burned-out settlement east of Reardon Manor), begging for death. Despite his instance of immunity, he's come down with the black pox. You can end his suffering (slaying and burning the wretch) if you wish.

DANGER ALERT SPOILER ALERT

Witcher Wannabe

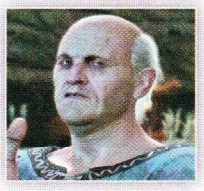
Locations: Lindenvale
Characters: Ealdorman of Lindenvale, Witcher (Charlatan)
Enemies: Ghouls, Wraiths

THE LIAR OF LINDENVALE

QUESTING DECISIONS

This quest is accessible five days after the events of Contract: The Merry Widow (page 277).

While striding through the village of Lindenvale, the ealdorman calls you all manner of offensive names, which is worth your while stopping and talking to him. He speaks of another witcher, who drank the hamlet dry, rutted the ealdorman's daughter under his own roof no less, and departed to slay Lindenvale's cemetery monster. Agree to find this rascal for him.



Ealdorman of Lindenvale

OBJECTIVE:

- Use your Witcher Senses to look for the charlatan in the cemetery.

Witcher (Charlatan)

Head east out of the settlement, up the winding path to the top of the hill and look for the church amid the trees. Expect a couple of ghouls and two wraiths to thwart your search of the church grounds. After defeating them, use your Witcher Senses in and around the small church. a set of footprints leads to a stone coffin where a pathetic specimen of a man is lurking.

END: CORPSE EATERS AND A FORNICATING FREAK

This wretch freely admits to buying the medallion he wears from a travelling peddler, and pleads with you not to reveal him to be a fake. Two villagers arrive, allowing you to dish out the punishment you see fit. You can:

- Tell the villagers it took two witchers to slay the ghoul.
- Or, inform them exactly who this charlatan is.

Then, you can decide the fate of the wannabe witcher:

- He can toil for the village elder for a year.
- He can be banished from the village forever.

Once your choices are made, the quest concludes.

DANGER ALERT SPOILER ALERT

Looters (III)*

Location: Toderas
Characters: Peasants
Enemies: Peasants

THESE PEASANTS ARE REVOLTING

Along the highways and byways of war-torn Velen, expect to encounter clusters of peasants, usually six in number (and sometimes with two on horseback), looting the corpses of the fallen. They are hostile, so avoid or engage them. Find them at the village of Toderas, where a brief conversation degenerates into mindless violence. Expect seven infantry.

DANGER ALERT SPOILER ALERT

The Truth is in the Stars

Locations: Benkelham, Dragonsroot Cave
Characters: Old Sage, Ithlinne
Enemies: Ghouls
Recommended Item: Food

AN OLD COOT NEEDS A RARE ROOT

OBJECTIVES:

- Find dragonsroot using your Witcher Senses.
- Nearest Signpost: Benkelham.

THE OLD SAGE

This quest is accessible during your exploration of Velen (No Man's Land). Locate the strange old sage in the village of Benkelham, in southeast Velen.

Old Sage

Puffing on a pipe outside his cottage near the large windmill, the old sage of Benkelham (in the southeast) tells you he's seen your future plotted out in the stars, once you speak to him. You can ask how he came to obtain such magical powers (a rock to the head as a youth).

Offer him some food (any edible ingredient, including raw meat), and you receive a foretelling: The old coot (sorry, sage) mumbles something about an endless cavern, the singing of a hymn of madness and despair, and the summoning of "that which is not dead, for it cannot die". You remark these are past experiences you've endured. To see the future, the sage requires some dragonsroot.

Journey southeast down the rolling hills, and around to a cave entrance overlooking the river banks. The cave entrance itself is ominous—piles of skulls and blood litter the earth. Enter the tunnel, following it into a dead-end cavern where around five ghouls are ready to pounce. Slaughter them. Then inspect the slumped corpses, and use your Witcher Senses to locate dragonsroot along one of the rock walls.

ITEM: **Quest Item: Dragonsroot**

END: ESS'TUATH ESSE!

OBJECTIVE:

- Take the dragonsroot to the fortune teller.

Return to Benkelham. Hand over the root to the old sage, who returns with some startling predictions, possibly channeling the elven prophetess Ithlinne. Afterwards, the elder man plops down on his stool, exhausted, as the quest concludes.

DANGER ALERT SPOILER ALERT

Blood Ties

Locations: Nilfgaardian Central Army Camp
Characters: Nilfgaardian Noblewoman, Quartermaster Eggebracht
Enemies: Ghouls
Recommended Items: 100 Crowns, Axii Level 2

HUNTING FOR HRODEBERTH

OBJECTIVE:

- Talk to the quartermaster about the noblewoman's son.

Nilfgaardian Noblewoman

The wails of a well-to-do woman clad in fine clothing can be heard as you explore the main Nilfgaardian Army Camp in the very southeast of Velen. Her dwarf consort can do little but comfort her, but she perks up when you approach. She pleads with you to find her son, a soldier who served in the Nazairi cavalry. You may speak to her as you wish, ending the chat with an offer to help.

Quartermaster Eggebracht

Head south, along the main rutted tracks towards the tents and Notice Board, and enter the grandest structure, bearing the sun insignia of the Emhyr. Inside, speak to the initially dismissive quartermaster, and tell him of the mission you're on. He isn't about to give up the whereabouts of this soldier just yet. You can:

- (100 Crowns) Bribe the officer, which initially seems to be a terrible idea, until your fast-talking convinces Eggebracht to spill the beans.
- (Axii Level 2) Flummox the quartermaster's brain into giving up the whereabouts of the soldier.
- If you previously completed Contract: Patrol Gone Missing (page 283), and received a reward from the quartermaster, you may receive this information without need of bribery or magic.

HARRIED, HOUNDED, AND HUNG

OBJECTIVES:

- Find Hrodeberth's body.
- Search the burial site for personal artifacts.

The situation seems grim. Most of the soldiers from the Nazairi cavalry where caught by the quartermaster's men and hung in the swamp northwest of here. Begin your search there—in the area between Nilarius' Farm (to the southeast) and Kimbolt Way (the road to the northwest). When the going gets soggy, beware of ghouls (you should slay at least four), and start using your Witcher Senses to find the following:

- Tracks showing the cavalry members fled into the swamp.
- Dog tracks, showing they were pursued.
- The remains of foes half-sunk into the mire; an easy target for an arbalist.
- Corpses in the swamp and hung, but with black hair. Not the red-headed man you seek.

Finally, there is the grim sight of a red-headed man swinging from a makeshift gallows. Don't forget to look up to examine the corpse! Then peer around the ground below the swaying corpse; there is a letter to Hrodeberth's mother on the ground.

ITEM: Quest Item: Hrodeberth's Letter

END: DIED OR DESERTED: A MOTHER'S GRIEF

OBJECTIVE:

- Return to the mother.

Head back to the noblewoman, and inform her of her son's passing, using the letter as evidence. She asks how he died, and you can say he died in battle, or deserted. The latter produces a curt response, but the letter proves your point. Either way, you receive a reward, and she receives closure.

ITEM: Crowns

SECONDARY QUESTS: VELEN: SPITFIRE BLUFFS (2)

QUESTING DECISIONS Unless otherwise stated, the Spitfire Bluffs quests are accessible during your exploration of Velen and Novigrad during Act I.

DANGER ALERT SPOILER ALERT

LYNCH MOB

MURDER AT THE CROSSROADS

OBJECTIVES:

- (Optional) Kill the peasants.
- Nearest Signpost: Hangman's Alley.

Location: Hangman's Alley
Characters: Nilfgaardian Soldier
Enemies: Peasants

When your wanderings take you to the western part of this province, you may encounter a group of peasants who have taken a Nilfgaardian soldier hostage at the usually-desolate Hangman's Alley crossroads. After determining that the soldier was starving and poses no threat, your requests for leniency go unanswered. So it's up to you to:

- Introduce these four peasants to the pointy end of your steel sword. Once combat is over, you quickly speak to the soldier, before you continue your wandering.
- Leave the soldier to his fate—the Nilfgaardian joins the Hangman's Alley as a new, permanent resident.

DANGER ALERT SPOILER ALERT

LOVE'S CRUEL SNARES?

Location: Condyle
Characters: Peasant Girl
Enemies: Wild Dogs

LAMENT OF THE WEEPING WOMAN

Northeast of Condyle, a tearful girl is weeping over her fiancé, who went to check on his snares but hasn't returned. Agree to help find him, head southeast into the wooded area. Use your Witcher Senses to uncover a set of footprints, and some barking noises in the distance. Follow them to the location of the fiancé—ripped apart by wild dogs.

OBJECTIVES:

- Find the woman's missing fiancé in the woods using your Witcher Senses.
- Deliver the bad news to the girl.

Destroy the five hounds that are sniffing the corpse, and check the body—her beau is quite dead. Return to the girl with the bad news. Take or decline the funds she gives you, and dissuade her from retrieving the corpse as the quest concludes.

Secondary Quests: Velen: The Mire (4)

QUESTING DECISIONS Unless otherwise stated, The Mire quests are accessible during your exploration of Velen and Novigrad during Act I.

DANGER ALERT — SPOILER ALERT

A Dog's Life

NOT JUST A MANGY MUTT

OBJECTIVES:

- Follow the dog.
- Search the abandoned house using your Witcher Senses.

Location: Drudge
Characters: Friendly Dog
Enemies: Wolves, Bandits

On the hilly road just northwest of Drudge, close to the north shores of the lake, you come across a small shrine with a pack of wolves attacking a lone dog. Interject yourself (and your steel sword) and save the pup from the wolves. Afterward, the tame dog seems to want you to follow it. It also has a key sewn into its collar to take if you interact with it.

Oblige the creature, and you head southeast down the hill, into Drudge, where four bandits should be cut down. Watch out, the dog may be killed during this fight! Open the door to the house the bandits were close to (right next to the signpost), and enter. here are loose floodboards to examine. You wedge up one of the boards, and discover a hidden trove; with orens, crowns, and a chest (containing a diary and valuables), opened by the key that the dog was carrying.

ITEM: Crowns

DANGER ALERT — SPOILER ALERT

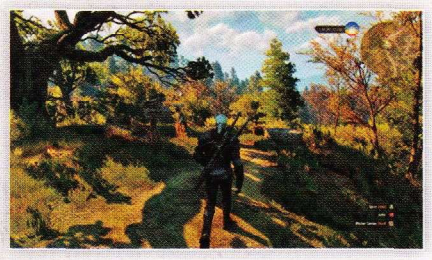
Defender of the Faith (II)

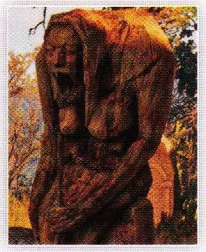
Location: Duen Hen, Blackbough, Byways
Characters: Peasant, Master Friedrich of Oxenfurt
Enemies: Students (Vandals)

QUESTING DECISIONS

Locate the peasant who requires your help at one of two different locations; the junction of the road leading eastwards from Blackbough (Secondary Quest: Defender of the Faith (I), on page 205), or the small hillside shrine of Duen Hen in The Mire.

Approach a ranting peasant woman on the hill known as Duen Hen, and listen to her diatribe. It seems blasphemers (pox take them) profaned a shrine to Verna the Merciful. Agree to "fix" these shrines (by lifting the effigy of an old woman carved in wood to an upright position). There are three to find (in any order.





Shrine to Vernia the Merciful (upright)

- The first (if you started this quest in The Mire) is atop a small hill known as Duen Hen in the southwest of this province.
- The second (if you started this quest in Crow Perch) is at the junction of the road leading eastwards from Blackbough.
- The third shrine is in the very southwestern parts of Velen, southeast of the Byways signpost.

BLASPHEMERS! SHOULD ALL BE FLOGGED!

OBJECTIVES:

- Fix the damaged shrines (3).
- Nearest Signpost: Duen Hen.

Student

When you reach the last shrine (in any order—this example is near Blackbough), it is being desicrated by a group of vandals lead by a flouncing philosopher named Friedrich. He firmly believes that religion is the opiate of the masses, and insists on vandalizing these shrines. You can:

- Agree to leave him to his stand against the old ways and intolerance. The quest concludes.
- Disagree with the dandy's methods, and tackle him and his three vandal cohorts. The quest then concludes.

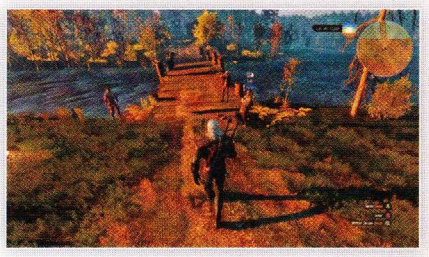
DANGER ALERT SPOILER ALERT

HIGHWAYMAN'S CACHE*

TO PASS, YOU PAY

Locations: Boatmaker's Hut, Bandits' Camp
Characters: Bandits
Enemies: Bandits

A little farther east than the Boatmakers' Hut (southeast of Crow's Perch) is a trail leading to a bridge over to Bandits' Camp, a wooded island of thugs and thievery. Guarding the bridge are three bandits, who don't attack but instead engage you in conversation. They want your coin to pass safely over the bridge. You can:



- Tell them to try and take your coin, which starts a fight—defeat three bandits.
- Show them your medallion, which causes one of the bandits pause for thought. They recognize who you are, think better of challenging you, and depart without incident.

The quest now concludes. But what of the highwayman's cache? Use your Witcher Senses at the campfire near the bridge entrance, and follow some footprints to a partly-hidden chest in the rushes and weeds under the bridge footing. Pry it open for some coin and a diagram.

ITEM: **Diagram**

DANGER ALERT SPOILER ALERT

A GREEDY GOD

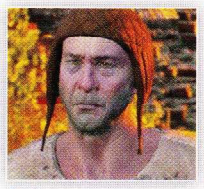
Location: Wastrel Manor
Characters: Dagmar, Preben, Allgod
Enemies: Sylvan
Recommended Items: Eye of Nehaleni

ORATORY, NOT OMNIPOTENT

OBJECTIVES:
- Address the Allgod using the altar.
- Nearest Signpost: Wastrel Manor.

Enter the ruined structure on the southern grounds of Wastrel Manor, ideally after sunset to see the multiple candles lit to appease some strange deity. Two peasants are here that allow further investigation. They make offerings to the "Allgod", but their prayers don't seem to be answered. Offer to speak to the Allgod on their behalf.

Dagmar



Preben

The nearby altar seems the best way to converse with this "deity", though its answers are evasive, and seem to come from underground. Heading into the cellar of these ruins requires the banishment of an illusion. Interact with the pile of rubble in the exterior corner of the ruins, using the Eye of Nehaleni Keira gave you, the stone fades away, and reveals a hidden set of steps.

END: CORPULENT, NOT CORPOREAL

OBJECTIVES:
- Find the Allgod.
- Talk to the peasants.
- (Optional) Kill the sylvan.

This "Allgod" turns out to be nothing more than a rotund sylvan, a fat devil-like creature that feasts on the offerings given by the peasants. Your conversation with the creature can end in one of three ways. You can:

- Tell the Allgod you're going to kill him, and follow through with this threat. Then speak to the peasants, who are filled with woe.
- Threaten the Allgod to accept only humble offerings, and he agrees. Then speak to the peasants, who are understandably happy.
- Let the Allgod continue with his little scheme to fleece these simpletons, before telling them they must continue as before.
- Tell the peasants to check the cellar. Return after a day or so, and you'll find their corpses.

None of these choices affect your reward adversely (though you don't get the Experience Points if you don't kill the sylvan).

Secondary Quests: Velen: Crookback Bog (1)

QUESTING DECISIONS Unless otherwise stated, the Crookback Bog quests are accessible during your exploration of Velen and Novigrad during Act I.

DANGER ALERT SPOILER ALERT

Deadly Crossing (III)*

MIND THE GAPS: FOREST FELLOWS

Location: Dragonslayer's Grotto
Characters: Looters, Bandits
Enemies: Looters, Bandits

At the bridges and river crossings of war-torn Velen, expect to encounter groups of ne'er-do-wells looting the corpses of the fallen, or guarding valuables of some note. They can be hostile, so use diplomatic conversation choices, avoid them, or engage them. Find them west of the Dragonslayer's Grotto, in the woods by a small wooden log bridge over a ravine. A few steps east are some nekkers to slay, and a group of looters at a path junction.

Secondary Quests: Novigrad: Farcorners and Grassy Knoll (4)

QUESTING DECISIONS Unless otherwise stated, the Farcorners quests are accessible during your exploration of Velen and Novigrad during Act I.

DANGER ALERT SPOILER ALERT

The Dwarven Document Dilemma

Locations: Road near Tretegor Gate (Novigrad), Seven Cats Inn
Characters: Rostan Muggs, Gerd
Enemies: None

LIES GOT WEE LEGS AND DON'T RUN FAR

OBJECTIVES:
- Go to the place where Muggs was attacked and examine it.
- Follow the clues to find Muggs' attacker.
- Nearest Signpost: Tretegor Gate.

Close to the Tretegor Gate is a worried short fellow named Rostan Muggs. He's lived up to his surname. He was attacked and some important papers stolen from him. Agree to help recover the documents from the thief, who should be smelling of the dwarven moonshine Rostan brained him with during the mugging.

Rostan Muggs

Cross the main bridge heading east, and use your Witcher Senses to uncover a small puddle of this moonshine. It stinks like a Skelliger's codpiece. Follow this trail of stench down the hill to the southeast, towards the Seven Cats Inn on the outskirts of town. Here you'll find Gerd, who isn't happy about being accused of thievery, and has a remarkably different story about the documents he acquired.

Gerd

You can:

- Tell him "gimme the papers" and start a fistfight with Gerd.
- (Gwent) Offer to play a round of Gwent with him. He agrees. Beat him for the paperwork.
- Ask how much he wants for the papers. They aren't for sale to you, forcing you to choose another option.
- (Axii Delusion Level 1) Gather the documents by addling Gren's brain with your magic. This works.

ITEM: **Quest Item: Title to Property**

END: PAPERS, PLEASE

OBJECTIVE:
- Compare Muggs' and the attacker's accounts.

Once you have the papers, return to Muggs, and question him about both accounts. It seems the dwarf was a little economical with the truth. A fact you can use to ask for more coin before the quest concludes (he doesn't give you any), or you can hand over the papers for the agreed amount.

ITEM: **Crowns**

Following the Thread

Locations: Supervisor Lund's Building (Novigrad), Seven Cats Inn, Ringvald (Faroe Island), Trottheim, Hammond's Shrine, Nowhere Inn (Novigrad), Karadin's Residence
Characters: Supervisor Lund, Jan Karadin
Enemies: Ekimmara, Guard, Vienne, Elf, Dagr, Pirate, Warrior, Hammond

BITS AND PIECES

OBJECTIVES:
- Talk to the supervisor.
- Examine the crime scene using your Witcher Senses.
- Find the monster prowling the area by using your Witcher Senses.
- Nearest Signpost: Southern Gate.

A particularly gruesome decree is available once you chance upon it on a Notice Board, such as the one in Novigrad's Hierarch Square, close to the Kingfisher Inn. Find the contract entitled "Monster in The Bits". Head across Novigrad to the area just southeast of the Southern Gate. Approach supervisor Lund's building and chinwag with the guard. He tells you a beast haunts the outskirts. You can ask about the contract (apparently someone else is also interested), what the supervisor does, and ask for more information on the monster, including the last victim (Hubert the beggar) and a nearby shoreline hut where you can begin your search.

The hut is a short jog south, along the river. Slow down and inspect the door by the thoroughfare.

- There are monstrous footprints around a rowboat, up and into the hut.
- Head inside the hut, where there's evidence of monster blood—it was wounded. There's a corpse in the corner with the blood sucked out of him. Was this a lesser vampire? Your objective updates.
- Step back out and head back to the rowboat, then follow the set of claw prints roughly northeast along the shoreline. The tracks end at a short jetty over the river.

LAMBERT'S LESSER VAMPIRE

OBJECTIVES:
- Find the place where the ekimmara emerged from the water using your Witcher Senses.
- Find the ekimmara's lair by following its tracks.
- Kill the ekimmara.

Look ahead, across the river to the water wheel. Swim across and climb onto the riverside platform attached to this structure, where more clawprints are discovered. They lead up the wooden dock ramp, and into the water wheel building. As soon as you enter, you hear shouts and fighting—run up the wooden steps to the upper floor.

Lambert

You're surprised to see fellow witcher Lambert attempting to thwart this large, gangly ekimmara. Join the throng and slay the lesser vampire. Afterwards, your conversation reveals Lambert is here to tackle a "certain matter". Ask him if he needs help with it. First though, there's the reward. Either head there automatically, or meet Lambert back at the supervisor's building at your convenience.

A HOT HEAD AND COLD STEEL

OBJECTIVES:
- Defeat the guardsmen.
- Talk to Lambert.

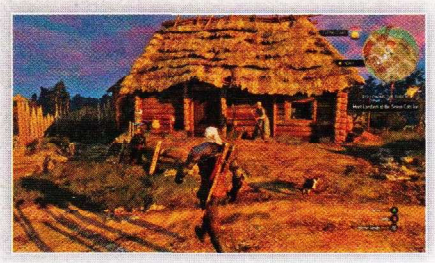
Supervisor Lund

Back at the supervisor's building, you're waved inside, after which Lambert's hot head starts to boil while speaking with the supervisor, as he shouts about "Jan Karadin". Even if you urge Lambert to calm down, he starts a ruckus, and you're forced to defend yourself.

Slay the three guards attempting to jail you, then return to Lambert. Lund is more fearful, revealing Karadin has disappeared, and he only knows where Vienne is (whoever they are). Apparently, she drinks at the Seven Cats Inn. Lambert is zealous with his blade now, dropping Lund in a bloody heap. Time to flee!

OBJECTIVES:
- Meet Lambert at the Seven Cats Inn.
- Get rid of Vienne and her defenders.

Vienne



Head northeast, out of the supervisor's building, before running from Novigrad, moving southeast along the far side of the Pontar river, until you reach the watering hole known as the Seven Cats Inn. You force Lambert to tell you what is going on. Choose the long or short version of it. He tells you about his friend Aiden (a witcher from the School of the Cat), who he slew monsters with. After Aiden took a contract to lift a curse off a duke's daughter, a band of assassins ambushed and murdered Aiden, not happy with the curse being removed. Lund was one of the assassins. Their leader? Jan Karadin.

Vienne, a Scoia'tael in the service of Karadin, is half-drunk within the inn. After some persuasion (threats or offers to buy her a beer), she lists the others in Karadin's group—Selyse, Hammond, and Lund. But they've scattered. Feel free to ask her more about Selyse and Hammond, and that you need to contact them. Gather as much information as you can, for the conversation takes a turn for the worse as Vienne calls upon her brethren to kill you.

- **Use polite conversation to end the chat without blood being shed.**
- **Or choose violence; three elves and Vienne must be cut down.**

Afterwards, it is agreed that Lambert heads to find Selyse, while you search Skellige for Hammond. You'll meet back at the Nowhere Inn (in Novigrad).

VENGEANCE ON FAROE

OBJECTIVES:

- Go to Faroe and look for Hammond.
- Find Hammond.

You have quite a trek ahead of you. Assuming you've visited Kaer Trolde on Ard Skellig (the largest island), head to a previously-visited location, before taking a boat and continuing southeast, to the isle of Faroe. It has only two main villages, and the eastern one (Trottheim) has many dagr and pirates to be wary of (as they are tough and can overwhelm you). Instead, disembark to the west, at Ringvald. Head out of the village through the woodland path heading southeast. Then follow the winding road past the hilltop arena, eastwards past a junction stone, and head down into Trottheim village and talk to the dagr first (at the village entrance, there are two to pick from). Hammond, it seems, prays at the chapel on the nearby hill, and is a slaver. If you answer that you didn't know he was god-fearing, the dagr get suspicious, and attack. So tell them you'll be back if you don't want a fight. Expect up to 16 dagr and pirates to slay in this protracted battle.

OBJECTIVES:

- Find the shrine where Hammond prays.
- Kill Hammond. Search Hammond's body.

Hammond

Hammond's shrine can be approached by following the pathways, or disembarking at a beach just east of the shrine. Check your map, note the location of the shore (the southeastern tip of Faroe), and drop anchor on the tiny spit of sand, guarded by three dagr. Defeat them, then follow the snow-covered trail past some endriaga, and up the trail to a rustic shrine with rough hewed steps and the ribs from the hulls of longboats.

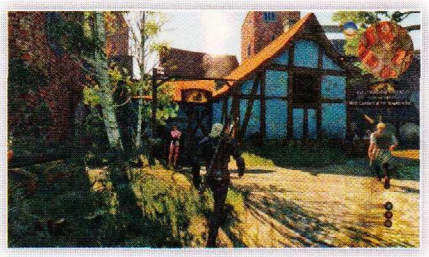
Hammond can't be reasoned with, so defeat him and his warrior guards in combat. Then search his corpse for some trinkets and the following:

ITEM: **Quest Item: Letter Written on Elegant Stationary**

END: AN OPTIONAL ASSASSINATION

OBJECTIVES:

- Meet Lamert at the Nowhere Inn.
- Meet Lambert on Hierarch Square, near Karadin's residence.
- Decide Jan Karadin's fate.
- (Optional) Kill Jan Karadin.
- Nearest Signpost: St. Gregory's Gate.



Now you've fully explored Faroe, journey all the way back to Novigrad, enter the Southern Gate district of the city, and head for the Nowhere Inn (as shown). Lambert is inside playing Gwent. After his usual sullen questioning, you explain that Karadin lives in Novigrad, but never severed ties with Hammond. They are in business. Lambert has been busy too—learning about a trade in sly goods. Answer how you wish, optionally asking about Selyse, until you agree to pay Karadin a visit.

Head up to Hierarch Square, then down the steps to meet Lambert. You're planning an infiltration of the Karadin premises when a pair of heavily armored guards invite you into the abode without drawing a weapon. Karadin appears, introducing you both to his wife and small children. You motion for Lambert to talk to Karadin. You learn that he trained at the School of the Cat. Lambert fears he'll throttle the man, leaving you to optionally ask about his house, his past, and importantly, a witcher named Aiden.

Jan Karadin

Karadin has regrets about Aiden's death, but had no other choice, since Aiden attacked first. Now you have the opportunity to end this quest (and Karadin's life) or spare it (and see Lambert's personality become even more abrasive). You can:

- **Kill Karadin. The three of you spar in his gardens until Karadin is cut down.**
- **Spare Karadin. Lambert is incredulous. You walk away, telling him you aren't comfortable killing Karadin in cold blood. Lambert is more furious than normal, and you part ways.**

After you decision is made, the quest concludes.

DANGER ALERT SPOILER ALERT

Karmic Justice*

SCOIA AND TELL

OBJECTIVE:
- Nearest Signpost: Southern Gate.

Locations: Southern Gate (Novigrad), Tretogor Gate
Characters: Merchant, Scoia'tael

At night, in the rough-and-tumble alleyways between the Southern and Tretogor Gates, a trio of Scoia'tael are roughing up a merchant they accuse of dealing fisstech to some young elves—which kills every other one of them. The merchant protests his innocence (and hatred of elves) loudly.

You can step in and intervene. You can (after checking to see if he's carrying any fisstech, which he isn't):

- Tell the elves you have no proof he sold fisstech. This leads to a fight with the three Scoia'tael, and the profound thanks of the merchant.
- Leave the elves to do what they want with the merchant.

Either choice concludes the quest, though there's no crowns if you side with the elves.

ITEM: Crowns (for freeing the merchant)

DANGER ALERT SPOILER ALERT

Witch Hunter Raids*

ADDLING MINDS WITH MAGIC

OBJECTIVE:
- Nearest Signpost: Glory Gate.

Locations: Glory Gate
Characters: Remi Villeroy, Louisa Villeroy
Enemies: Witch Hunters

The nonhuman slum of Farcorners is home to many folk hated by the Eternal Fire and the witch hunters, none more so than Remi Villeroy, a mage sentenced to death. Go to Remi's front door to see two witch hunters attempting to apprehend him. An argument erupts inside the house, with the hunters ready to shackle him and his wife. You can slink away, or help Remi defeat the two witch hunters. If you help and Remi survives, you receive a few runestones for your troubles.

Remi Villeroy

ITEM: Runestones

Secondary Quests: Novigrad: Hierarch Square and Glory Lane (7)

QUESTING DECISIONS **Unless otherwise stated, the Hierarch Square and Glory Lane quests are accessible during your exploration of Velen and Novigrad during Act I.**

DANGER ALERT SPOILER ALERT

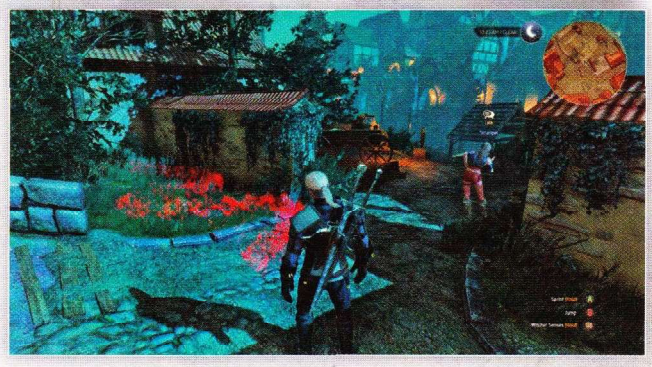
A Feast For Crows

Locations: Gate of the Hierarch, Derrick's Den
Characters: Derrick, Carlos "Cleaver" Varese
Enemies: Cleaver's Henchdwarves

UNCOVERING DERRICK THE DEAD

OBJECTIVE:
- Figure out what happened to the murdered man.

Something stinks around here worse than Zoltan's posing pouch, and it is hidden in the long grass near the small stone bridge and low wall, just north of the Gate of the Hierarch. When you pick up the smell, optionally use your Witcher Senses to follow the odor to its source. A murder of crows flap away from a corpse. Examine it to see the poor fellow was stabbed by a sword. Then loot a key.



ITEM: Quest Item: Key

Further examination of the area using your Witcher Senses reveals the murdered man fled to this point before collapsing. Trace his footprints across the street and around a corner to a small wooden structure.

Enter, and you find three dwarf bandits allied to Cleaver, ransacking the man's home. They mockingly explain that they slew "Derrick," and have instructions from Cleaver to slay anyone who finds this den.

END: AVOIDING A CHIB BETWEEN YOUR RIBS

OBJECTIVES:

- Kill the bandits.
- Find the treasure chest.

The dwarven bandits present two options:

- Hand over the key. You receive a small reward for your troubles.
- Tell them you don't like being threatened. This naturally starts a fracas with you and the three diminutive bandits. Slay all three of them.

When the situation has been resolved, you can search for the treasure chest, on the north side of the ground floor of Derrick's Den. Use the key to open it, and claim coins (100 orens and 50 crowns), as the quest concludes:

ITEM: Crowns

DANGER ALERT — SPOILER ALERT

THE FLAME OF HATRED*

Locations: Novigrad, Hierarch Square
Characters: Preacher
Enemies: Temple Guards, Bandits

PREACHING ON A PLINTH

Preacher

This occurs in the center of the lower city, east of Hierarch Square. Wherever they can, the priests of the Order of the Eternal Flame attempt to ignite the tinder box of animosity between the populace and sorceresses or alchemists. The preacher standing on the stone plinth in this cobbled street also has some choice words for witchers. Perhaps this situation is best solved with words rather than violence?

Step up and speak to the preacher. He's almost begging you to react to the venom he spits. You can:

- Ask how many lives he has saved. Press this subject, and the mob turns on him, dispersing as the preacher shrinks under your verbal barrage.
- Tell him you'll shut him up. Not being a man of combat, the priest will shy away, and the crowd disperses, mocking the priest.
- Ignore him and walk away. The preachers are as common as syphilis in Crippled Kate's, and just as difficult to get rid of.

Once you've resolved this verbal altercation, the quest concludes. If you threatened or confronted the preacher, you receive a small XP reward. However, if you threatened the preacher, watch out around two days from now—expect an ambush near the spot the preacher stood. The ambushers try to convince you they are officials, and demand you hand over your weapons. You can:

- Accept. After all, what's there to worry about?
- Tell them no.

In either case, the bandits inform you they were sent by the preacher you embarrassed. Fight the two foes, either with or without your weapons. Pick up your weapons from their corpses afterwards, as this quest concludes.

DANGER ALERT — SPOILER ALERT

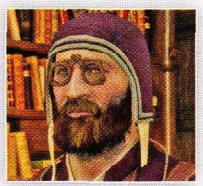
MESSAGE FROM AN OLD FRIEND

Location (and Map page): Hierarch Square (Novigrad)
Characters: Marcus T. K. Hodgson, Jacques de Aldersberg

THE MUSTY SMELL OF PARCHMENT AND LEATHER

OBJECTIVE:

- Find a book with a red cover using your Witcher Senses.



Marcus Thaddeus Knut Hodgson

Enter the "Books and Scrolls" shop along the northern side of Hierarch Square in Novigrad, and speak to proprietor, Marcus. A purveyor of fine and rare manuscripts, he recognizes you from the compendium he was recently tasked to undertake. But he has other interesting information to impart—namely a man who paid him to keep a book for you. Marcus doesn't know the man's name, but the book had a red cover. You can:

- Look at all his books (and purchase his many tomes).
- Tell him you're just here for the one he mentioned.

Either way, you must search this repository for the book Marcus mentioned.

END: FAINT ECHOES OF THE FLAMING ROSE

Even though you may be interested in the scandalous goings on between the pages of "The Many Adventures of Misbehaving Muriel," you're here for a red-leather tome. Head up the stairs, and look for the book on the bookcase by the second set of stairs. Inside "My Manifesto" is a letter to read. It bears the handwriting of Jacques de Aldersberg, the Grand Master of the Order of the Flaming Rose—creator of the "ubermen," thief of the witchers' secrets, and hater of elves. You put the sword to him many moons ago. Now his words resonate. The quest then concludes.

ITEMS: Common Item: My Manifesto—The Life of Jacques de Aldersberg, Quest Item: Letter from "A"

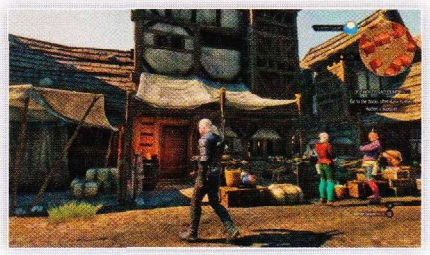
Of Swords and Dumplings

Locations: Hattori's Dumpling Shop (Novigrad), The Golden Sturgeon, Von Hoorn's Warehouse
Characters: Eibhear Hattori, Tinboy, Sukrus, Ernst von Hoorn
Enemies: Cleaver's Henchdwarves, Merchant, Bandits
Recommended Item: 200 Crowns, Axii Delusion Level 3

KNEADING DOUGH, NOT FORGING STEEL

OBJECTIVES:
- Talk to Hattori in his dumpling shop.
- Nearest Signpost: Hierarch Square.

Eibhear Hattori



Enter Hattori's modest dumpling shop, and inquire about the food. When the elf turns around, he's much more interested (and knowledgable) regarding your blades. Feel free to try a dumpling when asked, but you're really here for a swordsmith. Hattori shows you some momentos of his past work, but he's retired. Or at least, he isn't part of the gang that monopolize the supplies for metalworking—headed up by Ernst van Hoorn, under the protection of that lunatic dwarf Cleaver. Push the subject, then ask if he's interested in you finding him some supplies. Hattori asks if you'll accompany him to a meeting where supplies are bought. You're the bodyguard. Meet him after dark at the docks.

OBJECTIVES:
- Go to the docks after dusk to meet Hattori's supplier.
- Help Hattori to make a deal with his supplier.
- Escape the ambush.

Tinboy

Head west to the docks and mediate, or complete other tasks until after dark. His contact is called Tinboy (one of the King of Beggars' men) who might be able to undercut Cleaver's stranglehold on the supplies. Continue west along the wharf, then south down a warehouse alleyway, and into a stone courtyard. Tinboy is here with some muscle. The initial negotiation is 50 percent of Hattori's profits. You can agree, cut it to 25 percent and agree on 35, or remain steadfast at 25. Not that this matters, as Cleaver's henchdwarves ambush the meeting, and all hell breaks loose!

Tackle five of these henchdwarves while checking Hattori doesn't take too much damage. Remove all of the short threats, then flee to the east, through the door to a stone archway blocked by crates. Use Aard to smash through the blockade, and out to the docks again. Tinboy agrees to the previous deal, but warns you that you've angered one of the Big Four of Novigrad's underworld. You're able to conclude the deal, when Hattori flees the area! Let him go, and retrace your steps back to his shop at your leisure.

SUKRUS CAUSING A RUCKUS

OBJECTIVES:
- Talk to Hattori in his dumpling shop.
- Enlist Sukrus from Skellige as Hattori's bodyguard.
- Break up the fight at the inn.

Sukrus

Bang on the door back at the dumpling shop. Hattori won't let you in, and pleads for you to find him a bodyguard. Ask him further questions, and he reckons a mercenary named Sukrus (an old Skelliger pirate) might be just the ticket. Find him drinking at the Golden Sturgeon, down at the docks. Agree to find this fellow. A short walk west of the Ubbizi Townhouse is the Golden Sturgeon.

Don't head inside. Sukrus is engaged in some heavy-handed discussions with a merchant, which turns into a brawl. Step in and intervene, before Sukrus turns on you. Then lay him out with your fancy fist-work or a boot to the face. Impressed by your punching power, he beckons you inside.

Sit down with Sukrus, optionally asking him about his beef with the merchant, before telling him you have a job for him. Of course, without any money to offer Sukrus, he wants a favor from you first! Sukrus' brother-in-law owes him some coin. Get it back, and he'll help Hattori out. Or, simply smash the mead they ferried in from An Skellig. Sukrus is the petulant sort.

TOO MUCH GREED ABOUT THE MEAD

OBJECTIVES:
- Convince the Skellige merchant to pay his debts to Sukrus or destroy his goods.
- Tell Sukrus you solved his problem.

Stroll out of the Sturgeon, make a right (northwest) turn and head out onto the main jutting dock by the water wheel crane. Board the ship to your left, and speak to the merchant, who is quite insistent he not pay Sukrus, given the man's boorish behavior. You can:

- Ask what the problem is with Sukrus. You receive more or less the same answer.
- (Axii Delusion Level 3) Flummox the merchant into paying his debt.

Unless you're using Axii, a spot of vandalism is in order. Approach the casks of mead, and blast them apart using Aard or Igni. Face two bandits in combat. The merchant flees.

Journey back to the Golden Sturgeon, and find Sukrus' table. You inform him the problem is solved, and that he's to keep an eye on Hattori. Sukrus isn't happy as the elf "swindled him on axes once," but once you vouch for him, he seems agreeable, and sets off to round up some brethren.

CRAFTING A PLAN

OBJECTIVES:

- Return to Hattori.
- Gather Sukrus and his boys.
- Meet Sukrus by the warehouse after dark.

Trek back to the Dumpling Shop again. When you arrive, Sukrus' men are already standing guard. Speak with Hattori, asking whether he can finally forge you a sword worthy of a witcher. He'd love to, but lacks certain critical crafting supplies. You quickly surmise Ernst von Hoorn is hoarding them. You're understandably suspicious, but with the promise of fine-crafted weaponry, you listen as Hattori describes the materials—they are in Van Hoorn's dockside warehouse, in heavy boxes, and smell of ammonia.

Step out of the shop, and speak to Sukrus at the entrance. Since violence is guaranteed, he immediately agrees. Spend a few moments preparing if you need to, then wait (or meditate) until after dark, and scurry back to the Sturgeon. Sukrus and his crew are just south of the Golden Sturgeon. Speak with Sukrus. While you remove the single guard at the entrance, and mark the crates to take with chalk, Sukrus will wait.

OBJECTIVES:

- Get crafting supplies from Ernst von Hoorn's warehouse.
- Mark the crate Sukrus' boys should take (3).
- Tell Sukrus to take the crates.

Dash along the docks, passing the Sturgeon, to Von Ernst's Warehouse, where a merchant and one of Cleaver's dwarven henchmen are standing. The merchant, who was knocked on his arse by Sukrus earlier (just prior to you interceding with his mead shipment), hopes the dwarf might do the same to you, but the guard knows and admires you (a friend of Yarpen Zigrin's a friend of his) and then asks what you need.

You can:

- (200 Crowns) Bribe your way into the warehouse.
- (Axii Delusion Level 3) Use your confusing magic on the dwarf.

Either of these options allows you into the premises, using a key you're given.

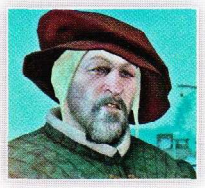
ITEM: Quest Item: Von Hoorn's Warehouse Key

Once inside, use your Witcher Senses to easily ascertain the smell of ammonia, and interact with the three crates which are easily spotted and chalked. Upon your exit from the warehouse though, Cleavers goons have arrived, along with Sukrus' brother-in-law—the merchant.

END: OF SWORDS, NO DUMPLINGS

OBJECTIVES:

- Defeat Ernst von Hoorn and his thugs.
- Talk to Hattori about the sword he promised you.



Ernst von Hoorn

Ernst himself has arrived, flanked with foes and furious at your brazen pilfering attempt. Sukrus is ready to fight at once. You can tell him:

- **Let's dance, and fight!**
- **To wait, which he ignores. Fight anyway!**

The combat is with fists, though swords can be employed if you wish. When four thugs and von Hoorn are knocked down, Sukrus' brother-in-law has a change of heart, and asks for friendship again. Von Hoorn will be taking an enforced trip to Skellige with them both. Meanwhile, you can return (once more) to Hattori's shop, and hope there's more than dumplings waiting for you. Wait three days after speaking to Hattori one final time, and he forges the following for you:

ITEM: Master Crafted Weapons and Armor

DANGER ALERT — SPOILER ALERT

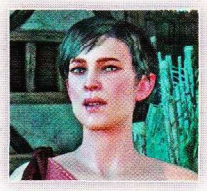
RACISTS OF NOVIGRAD (I AND II)*

Locations: Novigrad, Portside Gate, Tretogor Gate
Characters: Female Elf, Male Elf
Enemies: Bandits, Townsmen

ELF SERVICE

Novigrad is a city in turmoil, and the elf population face constant harassment. Step in to prevent verbal or physical abuse if you wish.

North of Portside Gate: At the junction close to a stall, a female elf has a group of unwanted admirers, sickened that she might tempt them into indecent thoughts.



Elf (Female)

When she protests she's only out to fill water from a well, you can step in, and side with either the elf or the group of bandits. No matter what choice you make, the crowd disperses, and the elf admonishes you for getting involved (even if your plan was to save her).

Southeast of Tretogor Gate: This occurs only after encountering the femal elf first. In the archway alcoves close to the tanning leather, a male elf is about to take a beating (and an ear snipping) from a group of unpleasant townsfolk. You can leave well alone, but if you intervene, there are three townsmen to slay. Afterwards, speak to the elf about past atrocities you've witnessed, and be on your way.

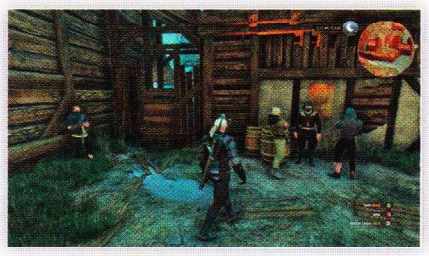
Elf (Male)

DANGER ALERT — SPOILER ALERT

Suspicious Shakedown*

Location: Gate of the Hierarch
Characters: Merchant
Enemies: Bandits
Recommended Item: Axii Delusion Level 2

Merchant



A LIGHT STROLL DOWN A DARK ALLEY

A stroll down a dark alley in these parts, south of the Gate of the Hierarch and quite close to the canal, results in you stumbling upon a shakedown between a trio of bandits, and a nervous merchant. Your requests to leave the poor man alone go unheeded, forcing you to choose the following:

- Tell them you'll have to convince them, and then cut all three of them down.
- (Axii Delusion Level 2) Make your request a bit more convincing, and then agree to leave.

After you've concluded your business with the bandits, speak to the merchant, who thanks you profusely. You receive a discount at the merchant's stall (near the gate) if you helped him.

ITEM: **Merchant Discount**

Secondary Quests: Novigrad: Dockside and Silverton Districts (9)

QUESTING DECISIONS **Unless otherwise stated, the Hierarch Square and Glory Lane quests are accessible during your exploration of Velen and Novigrad during Act I.**

DANGER ALERT — SPOILER ALERT

Black Pearl

Locations: The Golden Sturgeon (Novigrad), Arinbjorn (Ard Skellig)
Characters: Nidas
Enemies: Drowners, Sirens

A PLAN CRAZIER THAN IT IS SANE

OBJECTIVE:
- Meet Nidas near the collapsed bridge to the east of Arinbjorn.

Nidas

Behind the Golden Sturgeon (by the docks, but round the back), step into a conversation with Nidas, a weatherbeaten soldier who requires a traveling companion for a sea crossing. He's promised his beloved Letta a rare and black pearl before he reunites with her, to boot! Agree to help out, and Nidas arranges to meet you by the collapsed bridge near Arinbjorn, in Skellige.

Journey to Ard Skellig, and dock at Arinbojorn, on the western side of the main island. You're looking for the three rocky islands partly attached by ruined bridges, with the Eldberg Lighthouse at the northern tip. Expect a cockatrice and other adversaries as you trek to the meeting point—the northern side of the southern-most bridge. Leap the gap along the way.

OBJECTIVE:
- Follow Nidas to the pearl bed.

After a brief history lesson, agree to help locate the pearl, and then let Nidas take the lead. Follow him along the path to the north, before he heads left (west) down a small ravine to the beach.

THE NIDAS TOUCH

OBJECTIVES:

- Find a black pearl.
- Return to Nidas.

Old Nidas has festering lungs, so you're tasked with the diving duties. Enter the objective area, and dive down to the bottom of the rocky ocean floor, using your Witcher Senses and minimap to ascertain the location of an oyster. Loot it when you reach each one, and continue this underwater search until an oyster yields the pearl you seek.

ITEM: Quest Item: Black Pearl

Now return to the surface, and extricate yourself from the water immediately. A group of three drowners and a siren may be attacking old Nidas! Quickly place yourself between Nidas and the foes. The quest fails if Nidas dies at the hands of these monsters, or any wandering bandits you haven't slain. Give the black pearl to Nidas, and he's suitably impressed, telling you to meet him at the Golden Sturgeon for your reward.

END: LETTA ISN'T GETTING BETTER

OBJECTIVE:

- Meet Nidas in the Golden Sturgeon to collect your reward.

Now journey back to Novigrad's Harborside district, and visit the Golden Sturgeon where this quest commenced. Nidas is inside the bar, with a wistful expression. He hoped the present of the black pearl to his wife would awaken her memory, but she is sick and forgetful, and doesn't even remember his face. The quest concludes with an air of melachony.

ITEM: 10 Crowns

DANGER ALERT — SPOILER ALERT

DRUNKEN RABBLE*

POOR MAN'S ALWAYS GOT IT UPHILL

Locations: Novigrad; The Golden Sturgeon
Characters: Drunks

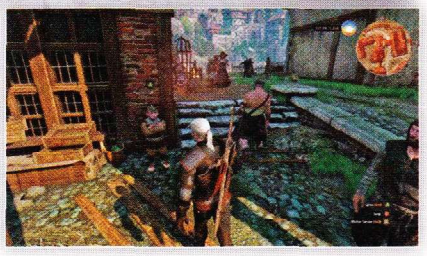
During your wandering of the streets of Novigrad, expect to be verbally accosted by a variety of drunks at different times. They frequent the pathways around the Golden Sturgeon. Expect bewildered gasps and other nonsensical spew from their mouths, but no rewards. Refuse to give them coin, and expect a fistfight. They are extremely easy to beat, but if you've forgotten how to fight and lose, expect to be left in the gutter with a small amount of coin missing.

DANGER ALERT — SPOILER ALERT

HEY, YOU WANNA LOOK AT MY STUFF?

Location: Novigrad, Hierarch Square
Characters: Halfling Merchant, Witch Hunters

Halfling Merchant



EVERYTHING IS HALF OFF

OBJECTIVES:

- Search the area using your Witcher Senses.
- Find the mysterious merchant using your Witcher Senses.

While taking a walk along the cobblestone street close to the northwest harbor of Silverton, take a moment to chat to a halfling promising a deal of a lifetime. Feel free to ask him about his wares (or tell him you don't deal with vultures who prey on folks without the knowledge regarding the items they sell to him), but your conversation stops abruptly when the small fellow flees at the sight of a witch hunter patrol. One of them asks what the halfling was doing. You can:

- Tell them the truth (he sells the property of dead mages). Choose this, and you won't be able to find the merchant and the quest concludes.
- Tell them a lie (he left his soup on the burner).

After the witch hunters depart, use your Witcher Senses to examine the ground where he was standing. You catch a whiff of his wares from a dropped bottle. Follow this cloud along the shoreline street, to the halfling who is gazing at the harbor. Speak, and the trader offers you a variety of wares (alchemy recipes and reagents). The quest concludes.

DANGER ALERT — SPOILER ALERT

STRUMPET IN DISTRESS*

Location: Novigrad Docks
Characters: Strumpet, Customer
Recommended Item: Axii Delusion Level 2

HOES BEFORE FOES

Novigrad is a city with a seeting underbelly of vice and violence. Step in to prevent verbal or physical abuse if you so desire:

Close to the docks, a gruff, hooded townsman exclaims some truly horrific threats towards a hussy. Speak to the woman. She tells you she can handle the situation, and you can:

- (Axii Delusion Level 2) Tell the man who threatened her to get lost.
- Or threaten him normally. Or ask the prostitute if she wants rid of him. Or leave.

Any option subsequently reveals that the man was acting out a bit of roleplay, and your appearance confused him greatly, not to mention killing his mood. He leaves, and the prostitute (now unable to be paid) is suitably furious with your high morale stance and general inepititude at reading the situation. The quest concludes.

Strumpet

DANGER ALERT SPOILER ALERT

OUT ON YOUR ARSE!

Location: Crippled Kate's
Characters: Prostitute, Yormund of Faroe, Skellige Man
Recommended Item: Axii Delusion Level 2

WHORES AND HOOLIGANS

OBJECTIVE:
- Get rid of the drunk Skelligers.

Prostitute

Find your way to the seediest of the Novigrad brothels (Crippled Kate's) and speak to the prostitute muttering outside this den of iniquity. She complains that a group of Skelligers have clobbered the innkeep, tossed out the girls, and then set to drinking. And haven't stopped since yesterday. Offer to help.

END: A SMACK OR AN ATTACK, TO TAKE BACK

Yormund of Faroe

A quartet of slightly sloshed Skelligers from the Isle of Faroe require some of your diplomacy. As your talk with Yormund continues, you can:

- Request you settle this man to man: Challenge Yormund to a fist fight, and if you're victorious, the burly blokes agree to flee.
- Tell them to leave or "taste my wrath." This degenerates into a three-way (and pretty difficult) fist-fight. Try it!
- (Axii Delusion Level 2) Tell them to leave using your flummoxing spell. Yormund and the boys confusedly stumble out of the premises.
- (Secondary Quest: The Lord of Undvik) If you fought the ice giant on Undvik, tell the rabble this, and they are impressed enough to leave without incident.

Speak to the prostitute afterwards to gain your reward, as this quest concludes.

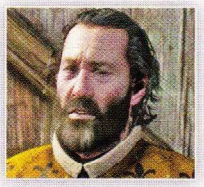
DANGER ALERT SPOILER ALERT

A WALK ON THE WATERFRONT

Location: Novigrad Docks
Characters: Ginter de Lavirac, Fisstech Dealer
Enemies: Bandits

A DANDY OUT OF HIS DEPTH

OBJECTIVE:
- Escort the nobleman.



Ginter de Lavirac

Close to the wooden winch crane, by the warehouses on the western end of the south docks in Novigrad, there's the start of a kefuffle between three bandits and a nobleman. Step in before the dandy suffers a knife in the guts, and the bandits try the same to you.

Teach them a lesson—either with fists a flying or swordplay aplenty. When the three are defeated, speak to Ginter de Lavirac. He requests you join him (a few paces behind, naturally) for a stroll along the docks. Agree.

END: A WALK ON THE WILD SIDE

Stay a few paces behind Ginter as he heads east, down a cobblestone ramp, and a second wooden crane. At this point, barge through and bring down four more bandits before they wound Ginter. This was obviously an ambush, but Ginter doesn't tell you why they knew where he'd be. Continue on, along the cobblestone dockside, and as you head under a deck, prepare for another group of four thugs to slay

DE LAVIRAC MUST LIVE!

Be sure you keep an eye on Ginter's health, and race to his side to protect him if he's wounded. The quest fails if he dies.

Continue the walk until you reach the end of the docks near the tower, and a couple of fisstech dealers step up to speak to Ginter. It now transpires that Ginter is a hifalutin narcotics buyer for some extremely important clients. He introduces you as his gardener. When the dealers attempt to fleece him for 5,000 crowns instead of 4,000, he asks you to back him up.

You can:

- Agree that you will ("Right"), and the dealers back down.
- Refuse ("Wrong"), and the dealers take care of Ginter, paying you the same amount that Ginter offered you, for your lack of interference.

After the deal, you're paid your fee, and the quest concludes.

ITEM: Crowns

DANGER ALERT SPOILER ALERT

Warehouse of Woe

Location: Novigrad Docks, Portside Warehouse
Characters: Nilfgaardian Guard, Dwarf Trader, Human Trader
Enemies: Nekker

TRADING INSULTS DOWN ON THE DOCKS

OBJECTIVES:

- Kill the monster.
- Tell the guardsman what happened in the warehouse.

On a stroll through the Harborside District, down the alley near the Unmarked Portside Warehouse (between the outer city wall and the warehouses in the southwest corner), you stumble across a disturbance of the peace.

Two traders (a dwarf and a racist human) who share the same warehouse are accusing one another of placing a monster inside the structure. The guard asks if you might slay the fiend? Agree, and enter the warehouse by the adjacent wooden steps.

Fortunately, the beast inside this warehouse isn't a fiend, but a nekker. You find it odd that it appears here on its own. No matter, it must be slain forthwith. Check the warehouse if you wish—there is a cage, with its bars sawn off, next to a dwarf-sized bootprint. It appears the racist was correct (the dwarf brought in the monster).

Outside, speak to the guard again, who pays you for your troubles. Tell him what you found, or cover for the nonhuman (the reward is the same) as this quest concludes.

ITEM: Crowns

Secondary Quests: Novigrad: Gildorf and The Bits (7)

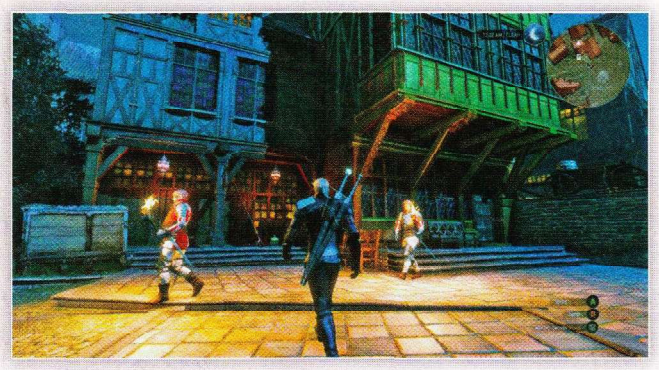
QUESTING DECISIONS **Unless otherwise stated, the Gildorf and The Bits quests are accessible during your exploration of Velen and Novigrad during Act I.**

DANGER ALERT SPOILER ALERT

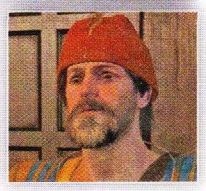
Of Dairy and Darkness

Locations: Novigrad Merchant (St. Gregory's Bridge); Aeramas' Abandoned Manor
Characters: Merchant, Aeramas
Enemies: Foglets
Recommended Item: 20 Crowns, The Eye of Nehaleni

AERAMAS WAS A BIG CHEESE IN THESE PARTS



Access the store adjacent to the Notice Board in Gildorf Square, and inspect the store owner's wares. The chap is particular keen on pushing a collection of artifacts belonging to a mage called Aeramas. Recently burned at the stake, a couple of his treasures survived, and apparently unlock secret chambers beneath his razed manor house, just south of Oxenfurt. Purchase the following from him (you'll need a total of 20 crowns):



Merchant

ITEMS: Quest Items: Lizard Figurine, Jade Figurine

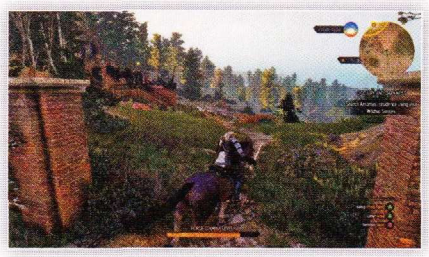
FURTHER CURIOSITIES

The Jade Figurine begins Secondary Quest: The Nobleman Statuette (page 235).

OBJECTIVES:

- Search Aeramas' residence.
- Use Aeramas' artifacts to activate the portal.
- Use the portal in Aeramas' residence.
- Nearest Signpost: Aeramas' Abandoned Manor.

Travel to Aeramas' Abandoned Manor, where the mysterious stench of cheese hangs in the air, even overpowering the smells of a recently razed manor house. Climb up into the ruins and find the magic circle on the stone floor. Examine it with the artifacts in your possession, and a portal opens up. Step into the portal.



TRIAL OF THE TYROMANCER: CHEESED OFF

OBJECTIVES:

- Investigate Aeramas' dungeon.
- Find a way to pass through the tyromancy rooms.

You're transported underground, to a vast and impressive tyromancer's chamber. Study the rows of statues and giant glass jars, and look for the crumbling remains of a staircase on the opposite side of the room (as shown). Head there directly (you can move left, around the perimeter if you wish), as the smell of cheese becomes overpowering, and can kill you if you run out of air! Climb the stairs, and enter the portal.

OBJECTIVE:

- Find your way through the flooded chamber.

Descend some similar stone steps to an underground lake with two branching tunnels. Swim east, and you reach a cavern with walkways above that you can't reach. So swim north, diving down underwater and surfacing in an adjacent cavern, before scrambling up onto wet ground and rocks to climb over.

This has giant natural pillars and ornate floor tiles to traverse, and a broken bridge leading to Aeramas' laboratory. Rid the area of a foglet.

Inspect the area, using your Witcher Senses if you wish, to find some of Aeramas' notes (which you can optionally read) and another of his figurines. In one corner near a burning torch is the carcass of a cow to inspect. The laboratory itself contains a human corpse attached to a contraption of iron (and cheese).

ITEMS: Quest Items: Bull Figurine, Aeramas' Notes

Beyond the cheese collection to the northwest is an archway. Locate another statue on Aeramas' desk, and use it to conjure the portal. You are transported to the final chamber.

END: THE SMELL OF VICTORY

OBJECTIVE:

- Deactivate the magic barrier and get to Aeramas' treasure.

A large dome of crackling magic is preventing you from accessing Aeramas' fabled treasures, so investigate the alcove to the right of the barrier to find a small pyramid switch that reacts to your Igni sign. Find a second one on the opposite side, hidden behind an illusion (which you dispel using the Eye of Nehaleni. Light them both up!

Once through, gather the treasure from the chest and the sword from the statue, before heading to a final archway behind the steps, activating it with the final figurine from the treasure chest, and transporting yourself back to the surface, where this quest concludes.

ITEMS: Quest Item: Snake Figurine, Crowns, Weapon: Sword of Maribor, Weapon (Relic): The Emmentaler

DANGER ALERT — SPOILER ALERT

FENCING LESSONS

Locations: Var Attre Residence, Tretegor Gate, Seven Cats Inn
Characters: Var Attre Guard Captain, Rosa var Attre, Lucas, Kobe
Enemies: None
Recommended Items: 50 Crowns, Axii Delusion Level 2

A STROLL BY TRAITOR'S GATE

OBJECTIVES:

- Go to the var Attre residence tomorrow to give Rosea fencing lessons.
- Meet with Rosa.
- Nearest Signpost: St. Gregory's Bridge.

QUESTING DECISIONS

This quest is accessible only after Main Quest: Broken Flowers has been completed, and you have waited (or adventured) for a full day after meeting Rosa var Attre and agreeing to return to teach her fencing.

Var Attre Guard Captain

Stride over to the Guard Captain at the Var Attre residence, who tells you Miss Rosa has left the confines of the residence, and walks near Temple Bridge. She requests your presence there.

SUPERCILIOUS SWORDPLAY

OBJECTIVES:

- Follow Rosa.
- Defeat Rosa.

Rosa var Attre

It is a short dash through the city to the eastern outskirts by the Pontar river and the Tretegor Gate (signpost), where Rosa and her Nilfgaardian bodyguard are waiting to greet you. Speak with her and, after dismissing her protection with a petulant bark, she tells you to follow her. So much for the fencing lesson.

Follow Rosa onto the bridge spanning the river, where she orders you to fight her using real weapons, "like in the novels." Begin to battle, but after a few strikes, she thinks better of this tomfoolery, and yields. She asks you to turn as she adjusts the corset that is pinching her.

When you oblige, she disappears. As Rosa's diplomat father is more tiresome (and battle-hardened) than his daughter, you decide to find her.

QUEST CONCLUSION: THE NERVE OF NILGAARDIANS

OBJECTIVES:

- Find Rosa.
- (Optional) Defeat the drunks harassing Rosa.

It only takes a moment using your Witcher Senses to find her fresh footprints, and follow them southward, down the road to the Seven Cats Inn just outside town. Rosa is being pestered by two drunk yokels, named Lucas and Kobe. You can tell the two pissants to:

- Piss off. This starts a one-sided fight between you and both of them, and you should quickly cut them down.
- (50 Crowns) Offer some coin for them to leave. They mutter a few more obscenities, and depart without incident.
- (Axii Level 2) Tell them to apologize and leave. They duly oblige, and depart without incident.

Afterwards, Rosa's arrogant and poisonous verbiage continues, leaving you with little doubt as to why the Nilfgaard are hated in these parts. As you part, the quest concludes.

DANGER ALERT SPOILER ALERT

HIDDEN MESSAGES OF THE NILFGAARDIAN KIND

Locations: Hierarch Square, Crippled Kate's, Gildorf Sewers
Characters: Shady Individuals
Enemies: None

THE STASH AT THE ARCHWAY

While about your business in Novigrad, be sure you head up this particular cobbled street, in The Bits and just northeast of the Kingfisher Inn), as you'll spot two shady individuals fiddling with an area of ground near the wooden deck. They stride off. Ignore them, but instead use your Witcher Sense on the area to uncover a loose brick. Sure enough, this is a drop location. Gather the note they left behind.

ITEM: Quest Item: Note Left by Spy (1)

THE STASH AT CRIPPLED KATE'S

OBJECTIVES:

- Find the next stash.
- Read the note from the dropbox.

The note refers to a second drop location (at a place called Crippled Kate's) which is a swift jog to the Glory Lane District, close to the docks and south of the canal. Head south, through the theater, crossing the narrow pedestrian canal bridge and down to the canal side. Find the red brick arched street, and use your Witcher Senses in the area to uncover another loose brick in the corner just before the low log fencing.

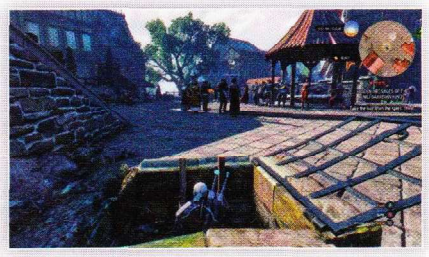
There are two prizes here:

ITEMS: Quest Items: Ornamented Chest Key, Note Left by Spy (2)

END: THE LOOT IN GILDORF SEWERS

OBJECTIVE:

- Take the loot from the spies' chest.



The loot can now be appropriated. This involves a sprint back north, into the posh Gildorf District of town. Head up into the main square, and find the sewer grating near to the shop and Notice Board.

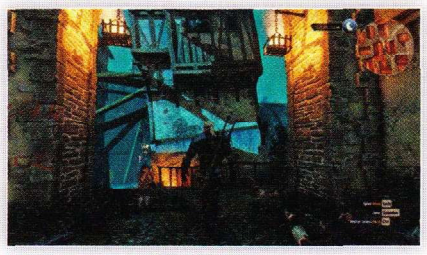
Descend into the Gildorf Sewers, dropping down the ladder, and then turning northeast at the base of the ladder. Look for the blocked side tunnel where two slumped bodies rest near to a "glittering" chest (second picture). Pry this open with the key you found. Collect your ill-gotten gains as this quest concludes.

ITEMS: Quest Item: Note Left by Spy (3), Diagram, Crowns, Magic Item

DANGER ALERT SPOILER ALERT

Never Trust Children (I)*

YOU GRAY GIT!



Location: Hierarch Square, Crooked House
Characters: Child
Enemies: Bandits

A weeping child may stop you in your tracks as you explore The Bits, outside the Crooked House (Triss' hideout) northeast of Hierarch Square. The urchin doesn't seem to be talkative, and runs off. Follow him, and suddenly gains his voice, yelling at a group of four bandits who ambush and attempt to kill you. Though the fight is one-sided, your victory should be straightforward. Afterwards, the child has disappeared, and the quest concludes.

DANGER ALERT SPOILER ALERT

The Nobleman Statuette

Locations: Novigrad Merchant (St. Gregory's Bridge)
Characters: Merchant, Triss, Nobleman, Coral
Recommended Item: 20 Crowns

YN ALL'AN DAONNA AR AIS...!

OBJECTIVE:
- Talk to Triss about the statuette.

QUESTING DECISIONS

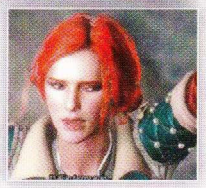
This quest should be undertaken any time before the end of Secondary Quest: Now or Never. Triss Merigold is needed for this investigation.

Merchant

Access the store adjacent to the Notice Board in Gildorf Square, and inspect the store owner's wares. The chap is particular keen on pushing a collection of artifacts belonging to a mage called Aeramas.

Recently burned at the stake, a couple of his treasures survived, and one of them has strange, mystical properties, apparently. Buy both:

ITEM: Quest Items: Lizard Figurine, Jade Figurine



Triss Merigold

FURTHER CURIOSITIES

The Lizard Figurine begins Secondary Quest: Of Dairy and Darkness (page 232).

Triss will either be at her hideout (the Crooked House in The Bits) or at the Rosemary and Thyme, depending on your questing status. Speak to her and ask her to take a look at the figurine. She studies it for a moment. It is an artifact compression of a nobleman trapped in the statue! She takes you into The Bits. Ask to lift the spell, and a startled nobleman appears. It transpires he was trapped here by Coral (a name the sorceress Lytta Neyd used). Ask about his entrapment, and receive a small reward before the nobleman bids you farewell.

The Nobleman

ITEM: 30 Crowns

DANGER ALERT SPOILER ALERT

The Soldier Statuette

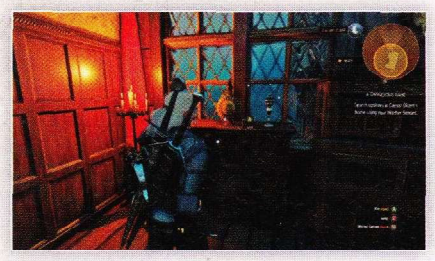
Locations: Caesar's House, Hierarch Square
Characters: Caesar Bilzen, Zoltan, Triss, Nilfgaardian Soldier, Coral

YN ALL'AN DAONNA AR AIS... (AGAIN)!

OBJECTIVE:
- Talk to Triss about the statuette.

QUESTING DECISIONS

This quest should be undertaken any time before the end of Secondary Quest: Now or Never. Triss Merigold is needed for this investigation. You must have completed Secondary Quest: A Dangerous Game (page 123) first.



Caesar Bilzen

During your surreptitious stealing of a Gwent card for Zoltan, during Secondary Quest: A Dangerous Game, your pilfering of Caesar Bilzen's townhouse off Hierarch Square nets you an interesting trinket—a strange Jade Figurine. Triss might know more about this.

ITEM: Quest Item: Jade Figurine

Triss will either be at her hideout (the Crooked House in The Bits) or at the Rosemary and Thyme, depending on your questing status. Speak to her and ask her to take a look at the figurine. She looks it over. It is an artifact compression of a soldier trapped in the statue! She takes you into The Bits. Ask to lift the spell, and a nauseous Nilfgaard soldier appears, babbling about a battle long ago, and a spell cast upon him by a sorceress named Coral (Lytta Neyd). You tell him to report to the van Attres, as the quest concludes.

Triss Merigold

The Soldier

DANGER ALERT SPOILER ALERT

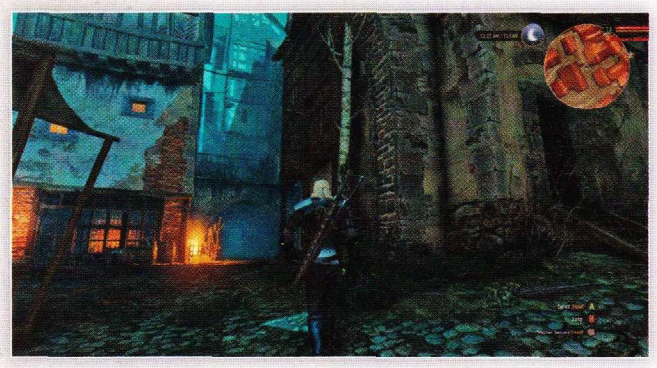
A TOME ENTOMBED

Locations: The Bits District, Gildorf Sewers
Characters: Professor Vairmont Jonne
Enemies: Katakan

A GRAVE DISCOVERY

OBJECTIVE:

- Nearest Signpost: East of Hierarch Square.



Enter the sewers (as shown) from this entrance in the central-east part of the main Novigrad island. Turn left at the first junction, left again, and heading down a long flight of stone steps. Continue through a gap in the grating as the stairs continue down, and in the lower junction chamber, head straight across to a brick tunnel that curves to the left. Once in the sub-junction chamber, turn and face the cracked wall to the southwest. With a conjuring of Aard, you pummel the wall to reveal an old crypt entrance. That too, is walled up, so summon Aard again.

Professor Vairmont Jonne

Climb down into the large crypt, where a grave-robber is trying (unsuccessfully) to push the huge stone lid off the massive coffin in the center of this mausoleum. Speak to him, and he reveals himself to be a scholar from Oxenfurt University. Apparently, the sarcophagus contains a priceless elven tome (the Dar'Ah Manuscript) and he hopes you can help him find it. Agree to open the coffin.

END: WHO DARES DISTURB MY REST?

OBJECTIVE:

- Kill the vampire.

A body clad in black fineries is revealed. It peers up, asking if it is 1358 yet. You explain this is a regenerating vampire, as the bloodsucker pulls its lid back. Jonne didn't have the chance to check for the book, so he asks to push the lid open again. Agree (or don't at the quest stalls). The second disturbance angers the vampire so much, it transforms into its more… "toothy" form. Slay this Katakan (using tactics from the Bestiary chapter). Afterwards, Jonne is still unlucky in his tome search, and the quest concludes.

Secondary Quests: Novigrad: Gustfields (7)

Questing Decisions Unless otherwise stated, the Gustfield quests are accessible during your exploration of Velen and Novigrad during Act I.

DANGER ALERT SPOILER ALERT

A Barnful Of Trouble

Location: Oraas
Characters: Peasants
Enemies: Ghouls

GHOULISH GOINGS ON: FILTH FLAYING FOR QUICK CASH

OBJECTIVES:
- Kill the ghouls.
- Collect your reward.

Stroll on into this hamlet dominated by a windmill, and locate a couple of peasants standing outside one of the larger cottages along the main thoroughfare. Agree to help the two peasants rid the interior of this building of a group of filthy foes trapped inside.

Four disgusting ghouls are gnawing at the corpse parts inside this structure. Slay all four of them, and then optionally examine the disgusting flesh pile they feasted on. Bring this to the attention of the peasants through conversation, and they mention they murdered some bandits recently. Mention this attracted the ghouls, or don't. You receive payment either way.

DANGER ALERT SPOILER ALERT

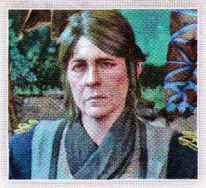
Empty Coop

Locations: Yanina's Cottage, Dancing Windmill
Characters: Yanina, Petey
Enemies: None

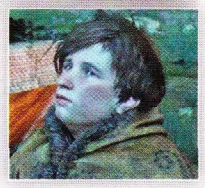
AN ANGRY OLD COOT AND A TWO-LEGGED WOLF

OBJECTIVES:
- Find out what's been stealing the old woman's chickens.
- Nearest Signposts: Dancing Windmill, Honeyfill Meadworks.

Seek out a lone cottage amid the fields just west of the Dancing Windmill, and you'll come across a wailing woman, furious that her hens have been taken, one at a time, by a wolf that seems to walk on its hindlegs. Agree to find and slay this dangerous monster.



Yanina



Petey

Locate the wolf prints nearby. Then travel roughly southward, toward a pond, and there are small footprints near to the tracks, but no sign of a struggle. Wade across the pond, and look for a small tent, with three children sitting around a campfire. You speak to their leader, and chief chicken-catcher (Petey) about the tracks (which they made), and listen to a poignant story about their predicament.

OBJECTIVE:
- Convince the old woman to take in the children.

Leave the urchins and return to Yanina's cottage, and speak to her again. After letting her know about the children, mention they could live with her, and her tone softens. She'll think about your offer. This quest concludes.

DANGER ALERT SPOILER ALERT

Little Red

Location: Beanston
Characters: Bertram, Peasants, Little Red, Ealdorman
Enemies: Werewolf, Bandits

SLAUGHTER AMONGST THE SUNFLOWERS

OBJECTIVE:
- Wait until dusk for Little Red's band to attack.

Enter the village of Beanston during daylight hours (ideally around midday) and looking out for a cluster of villagers on the west side of the settlement, speaking in anxious whispers. Ask what troubles them, and then tell of a band of inhuman bandits that wish revenge on Bertram, one of the villagers. They lay on the description of the bandit's leader (Little Red) a bit thick. She's apparently a she-beast in a human husk! Bertram ratted on Little Red to witch hunters, a fact that seems a little strange, but agree to help anyway.

Little Red, the "She-Wolf"

END: BLOOD OR BANDITRY

Stay in the center of the village and meditate until dusk (around 17:00). Little Red and her band approach from either side of the village. She may not be the "great beauty" the villagers told you about, but she certainly has charisma. Enough to warn you not to test her. She also explains the real reason why she's come to kill Bertram (he's a greedy, double-crossing thief). Now you have a choice. You can:

- Tell her "do what you gotta," and she walks into town, slays Bertram, and pays you for your understanding.

ITEM: **20 Crowns**

- Tell her "leave or there will be blood," and she agrees, transforming into a werewolf, and pouncing on you. Combat can be tricky. Focus on the bandits first and avoid the she-beast by using Yrden to slow her down. Slay her and four bandits with her, before meeting with the village ealdorman for your protection reward. Afterwards, feel free to search Little Red's hairy corpse for her diary.

ITEMS: **10 Crowns, Quest Item: Diary of Little Red**

DANGER ALERT SPOILER ALERT

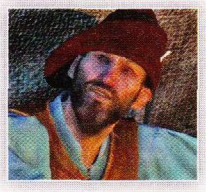
Novigrad Hospitality

Location (and Map page): Beanston
Characters: Gascogne, Victor

SIT, A SPELL

OBJECTIVE:
- Track down the bards using your Witcher Senses and recover your equipment.

Gascogne



Victor

At the end of the sunflower fields, on the road from Beanston to Chateau Sarrasin, you may hear the wistful tones of a bard reciting some poetry. Meet Victor and Gascogne, two friendly fellows who seek inspiration anywhere, and summon it using vodka. Would you like to drink? To poetry? Gladly accept to start this quest.

Late into the evening, a heady mixture of roasted apple and various alcoholic beverages has made you tired and inept. You decide that you've had enough, or call for one last round.

You wake with Gascogne and Victor long since departed. They've taken the tent, the alcohol, and all your equipment!

END: TROUBLESOME TROUBADOURS

You don't want to rely purely on your fists for the rest of the adventure, go southeast toward Beanston, and look for footprints in the objective area using your Witcher Senses. These idiots are easy to track—all the way into Beanston. Make a left at the Notice Board, and find the fools celebrating behind the pub.

These two are lovers, not fighters, so they quickly hand over all the stolen equipment you lost (remember to equip it all!). Afterwards, you can agree that the situation is resolved, or order them to strip to their knickers as punishment. You take the clothes (their garb can only be sold as junk—the real prize is revenge!). Either way, the quest concludes.

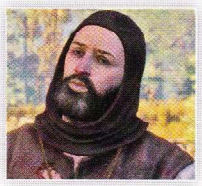
SPOOKED MARE

Locations: Peasant's Cottage, Crossroads
Characters: Peasant, Scoia'tael Commander
Enemies: Wolves, Scoia'tael

A PEASANT'S PLEA

OBJECTIVES:
- Find the missing horse.
- Nearest Signpost: North of Crossroads.

On the riverside pathway north of Crossroads, and southeast of the eastern gate into Oxenfurt, lies a peasant's cottage with a perturbed inhabitant. He pleads with you to find his mare—a "woodland spook" made off with her. Agree to find the horse, and use your Witcher Senses on the hoofprints adjacent to the peasant.



Troubled Peasant

OLD GRAY MARE

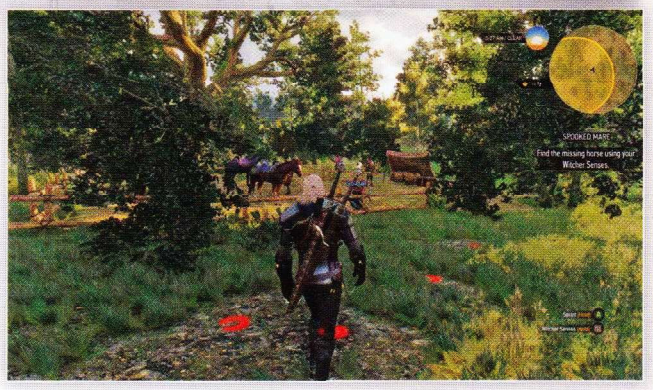
When speaking to the peasant, listen to the description of the mare (gray, and twice as old, with legs as crooked as his dead wife's). Now you know which horse to search for.

Track the hoofprints south and southeast, across a pond, and into a forested area heading eastwards and upslope slightly. Pause for a swift fight against a pack of seven wolves, before continuing to track the prints to a makeshift pen, and a group of Scoia'tael.

NOTHING HERE FOR YOU, VATT'GHERN

OBJECTIVES:
- (Optional) Defeat the Scoia'tael.
- Lead the horse into the enclosure.

Venture into the enclosure, and you're stopped by the Scoia'tael commander, whose imposed stature masks the terrible state he and his brethren are in. They are gathering horses to transport their wounded, and don't have the crowns to buy any. Your reaction to the elf marks you for the rest of this quest. You can tell the Scoia'tael:



That one of the horses is going back to its owner: The Scoia'tael's tone turns threatening. Placate or encourage violence by:

Scoia'tael Commander

- (100 Crowns) Paying for the peasant's horse. You can now choose the gray mare, and ride it back to the peasant's cottage.
- (Axii Delusion Level 2) Requesting the Scoia'tael give you the horse.
  Take only one horse; try to pick a different horse or more than one, and the elves turn violent.

Or start a fight with the elves.

- They need the horses more than the peasants. The elf agrees, there is no combat, but your quest fails.

If your meeting with the Scoia'tael ends violently, you have four adversaries to slay, and an additional four horses that become spooked. Calm them using your Witcher Senses, and then use Axii to calm it down, so you're able to ride the horse without being thrown off.

A HORSE, OF COURSE!

The peasant's horse is named "Horse," while the other mares the Scoia'tael have collected are named "Wild Horse."

END: A BIT OF HORSE PLAY

Return to the peasant's cottage riding a horse—any horse except for Roach. If the horse is a gray mare, he thanks you for your diligence. If the horse is a Wild Horse, the peasant remarks that the beast isn't the mare he asked for, but he pays you your reward anyway. Either way, the quest then concludes.

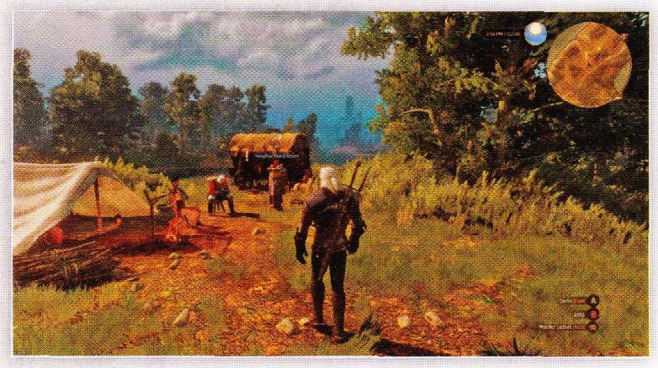
ITEM: **Crowns**

DANGER ALERT SPOILER ALERT

Strangers in the Night*

Location: Oraas
Characters: Rufus, Theophile Mario Rosco, Manfred
Enemies: None

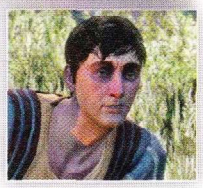
EXCHANGING GLANCES



Head past the sunflowers, and to the river bank near a small fortification of Redanian soldiers, where you stumble upon a group of travelers. One of them (a gruff soldier by the name of Rufus) is speaking with a scholar Theophile and a merchant named Manfred.

Rufus

Theophile Mario Rosco



Manfred

You can:

- Tell them your name, then leave before asking about any news. No one dies.
- Or, ask about the goings on in these parts, and the conversation quickly degenerates as Rufus becomes more convinced Manfred is much more than a merchant—his knowledge of troop maneuvers for example.

END: DEATH WAS JUST A CHANCE AWAY

Whether you attempt to calm the situation or not, Rufus unsheathes his sword and claims Manfred is a spy! You can, through your conversation, stay out of the fight, help Rufus (and slay Manfred), or help Manfred and slay Rufus. Or just stay out of it. The survivor rewards you justly, with a diagram. Otherwise, you receive nothing. Then the quest concludes.

ITEM: Diagram

DANGER ALERT SPOILER ALERT

A Warm Welcome*

Locations: Wheat Fields, Dragonslayer's Grotto
Characters: Refugee, Redanian Soldier
Enemies: Redanian Soldiers

NOVIGRAD OR DEATH

It seems a refugee has had the bad luck to run into a Redanian patrol on the road *just southwest of Wheat Fields, and is pleading to let him through to Novigrad.* Your conversation options rule the fate of the refugee and guards. You can:

- (100 Crowns) Pay the guards off, allowing the refugee through.
- (Axii Delusion Level 2) Flummox the guards into letting the refugee pass.
- Add a degree of menace to your request, and fight the three guards before the refugee is able to walk freely past.
- Or ignore the refugee, telling him he's on his own.

As the quest concludes, if you helped the refugee, he tells you of a hidden tomb below Downwarren, fair brimming with trinkles of worth. This refers to the Dragonslayer's Tomb. Consult this guide's Atlas to discover what treasures this holds.

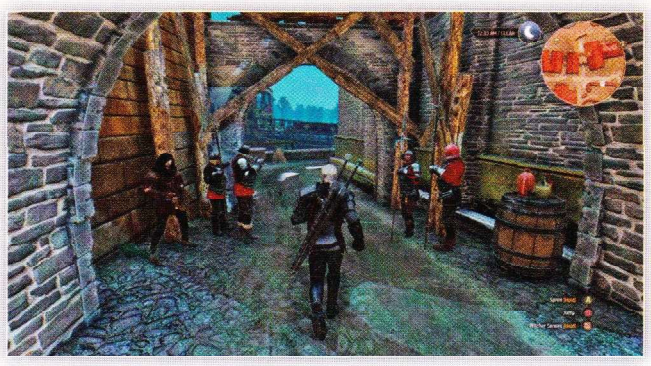
Secondary Quests: Novigrad: Oxenfurt (3)

Questing Decisions Unless otherwise stated, the Oxenfurt quests are accessible during your exploration of Velen and Novigrad during Act I.

DANGER ALERT SPOILER ALERT

The Price of Passage*

Location: Oxenfurt Port
Characters: Redanian Soldier
Recommended Item: 50 Crowns



The Redarian Coin Con

Oxenfurt is now more or a less a garrison for the Redanian army—a fact that becomes readily apparent when you run into two guards who attempt to ask you for a "war tax." Find them close to the fish merchant under the bridge, west of town. You can:

- (50 Crowns) Pay the cheeky fellows, and be on your way. A few days later, you can find them again at Oxenfurt's south gate; they shake you down for more money (and afterwards, you never see them again). You can pay or refuse.
- Refuse, which causes the guards to call in their superior to accuse you of being a spy. The officer threatens to send them straight to the eastern front of battle if they continue their extortion, and you're sent on your way.

If you refused them (either time), you can find them on the outskirts of Oxenfurt, and angry at you for getting them into trouble. You can fistfight them, or slay them with a sword. Then the quest concludes.

DANGER ALERT SPOILER ALERT

The Most Truest of Basilisks*

A Real Favellian Wyvern

Location: Novigrad Gate
Characters: Redanian Soldiers, Merchant
Enemies: Wyvern

Stroll eastwards out of Oxenfurt, and into a heated discussion on the outskirts northeast of town. A merchant has set up a tent, and is proudly displaying a cage with what he's telling everyone is a basilisk. Mention this to the troops, and the soldier who paid for the beast isn't too pleased. The beast thrashes about, breaks loose of its cage, and promptly starts attacking everyone nearby as the merchant escapes. Fight or flee as the quest concludes.

DANGER ALERT SPOILER ALERT

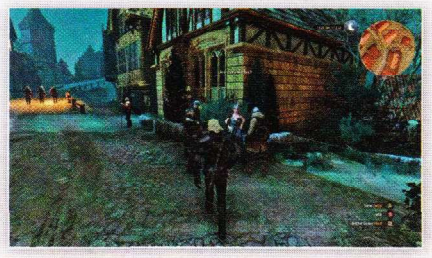
Rough Neighborhood

Location: Oxenfurt Harbor
Characters: Dora
Enemies: Mercenaries

Rough and Tumble

This quest is accessible during your exploration of Novigrad and its surroundings. Encounter some ruffians belittling the townsfolk of Oxenfurt at the following two locations:

Dora



Oxenfurt is a town where the Redanians are only just able to maintain order. It is rife with scum and villainy. South of the Oxenfurt Harbor signpost a woman named Dora is being hassled by a trio of unruly mercenaries. Step in and speak to their leader. After some banter, it transpires these thugs aren't the diplomatic sort, so challenge all three to a fistfight. Draw your sword, and Dora flees. Pummel them, and Dora can be spoken to. You can offer to escort her home, during which time you chat, followed by a fare-thee-well.

Come back to Oxenfurt after a few days, and (if you beat the mercenaries in a fistfight), you come across five thugs in a dark alley who leap out and ambush you! Thankfully, Dora is nearby, and wasn't lying when she said she could handle herself! Armed with a sword, she comes to your aid—slay the mercenaries and the quest concludes.

Secondary Quests: Skellige: Ard Skellig (27)

QUESTING DECISIONS **Unless otherwise stated, the Ard Skellig quests are accessible during your exploration of Skellige in Act I.**

DANGER ALERT SPOILER ALERT

Abandoned Sawmill

Location: Abandoned Sawmill
Characters: None
Enemies: Leshen

THE LURKING LESHEN

OBJECTIVE:

- Search the abandoned sawmill using your Witcher Senses (4).

The large forested area of eastern Ard Skellig is an ideal place for lumber harvesting, but the sawmill in these woodlands lies abandoned and unused. Enter the vicinity of the sawmill to begin this quest, which involves searching the area. Use your Witcher Senses to accomplish the following (reading each note as you find it, so you're fully prepared for what is to come):

- Stone hut to the southwest: Use Aard to break down the door, and open the crate inside to gather a letter from a druid to read.
- Main logger's house to the north: Enter the large building and discover the sawmill owner's notes on the floor, and read them.
- Small storage shed to the northeast: Enter the building adjacent to the logger's house, and open the crate to find and read the lumberjack's letter to his wife.

ITEMS: **Quest Items: Letter from a Druid, Sawmill Owner's Notes, Lumberjack's Letter to His Wife**

- An outside barn, with some human bones scattered on the ground—all that's left of the lumberjacks.

LURKING IN THE WOODS: LESHEN ARRIVAL

Watch out! As soon as the human bones are inspected, the final part of this quest occurs!

END: A MURDER OF CROWS

OBJECTIVE:

- Kill the Leshen.

It becomes frighteningly obvious why this sawmill was abandoned when the giant, bony figure of a leshen appears in a puff of black smoke. Defeat this fearsome entity, and the crows it summons to peck and tear at you. Consult the Bestiary for combat advice. The quest concludes once the leshen is defeated.

ITEM: **Crowns**

DANGER ALERT SPOILER ALERT

Armed Assault

Location: Rannvaig
Characters: Peasant
Enemies: Bandits

NO SOLICITORS

OBJECTIVE:

- Knock on the door and check on the inhabitants of the house.

As you approach the cottage on the southeast outskirts of Rannvaig, something is clearly wrong. Three bandits are attempting to force their way into the residence, and they can't be reasoned with. They can, however, be cut down where they stand like the curs they are. The quest begins, and you should simply knock on the door of the structure.

Peasant

The peasant within explains these were Madman Lugos' men. Even though he isn't worried about his own safety (his lad has already been dispatched to Kaer Trolde and reinforcements are on the way), he hopes you'll be alright when Lugos finds out who slew his bandits. How quaint. The quest then concludes.

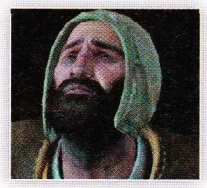
A Bard's Beloved

Locations: Palisade, Troubadour's Cave
Characters: The Troubadour
Enemies: Water Hag, Drowners

LOOKING FOR LOVE IN ALL THE WRONG PLACES

OBJECTIVES:

- Find the troubadour's "beloved."
- Defeat the Water Hag.
- Nearest Signpost: Northeast of Palisade.



The Troubadour

In southeast Ard Skellig, journey eastwards from the Palisade, following the woodland path before breaking off to the northeast and finding a secondary path leading to the cave entrance pictured. Enter the cave, where you'll hear the plaintive cries of a troubadour. He begs you not to wake his sleeping "beloved". He seems agitated. And possibly simple.

END: A SWEETHEART! FRESH AND SCRUMPTIOUS!

Tread deeper into the cave tunnel, under there's water under foot. At the end of this cave, something saggy and grotesque awakens. It seems the troubadour's object of affection is a water hag. Perhaps it's her personality? No, she wants to kill you. Slay this foul monster, and collect the ingredients she carries as the quest concludes. The bard disappears.

Brave Fools Die Young

Locations: Kaer Nyssen, Grymmdjarr Monument
Characters: Petter
Enemies: Wolves, Harpies
Recommended Item: Celandine (Ingredient)

MAKE PETTER FEEL BETTER

OBJECTIVES:

- Find some Celandine.
- Bring celandine to the injured fisherman.
- Nearest Signpost: Southwest of Kaer Nyssen.

Petter

While trekking across the heath and rushing streams up the mountain to the southwest of Kaer Nyssen, be on the lookout for a group of large standing stones, with a central monolith (a rudimentary statue) lit by flame at its zenith. This is the Grymmdjarr Monument, and is sacred—at least to the moaning fisherman who sits at its base. Speak to Petter, whose leg was broken after he fell trying to light the statue. Ask more about the statue if you wish, before agreeing to find the herb celandine, which can aid in dulling the pain (but not the whining).

Run north down the hillside, crossing a rushing stream (and watching for wolves and harpies) before slowing down to methodically check the plant life at the threshold of the forest. Look for the small yellow bushy flowered plant (Celandine) and harvest one or more of them. Then return to Petter, and listen to more of his lamenting as the quest concludes.

Call of the Wild*

Location: Arinbjorn
Enemies: White Wolves, Werewolf (Ulfhedinn)

A HAIRY SITUATION

OBJECTIVE:

- Nearest Signpost: Just east of Arinbjorn.

If you set out travelling east from Arinbjorn, on the western side of Ard Skellig, beware of your surroundings. The sounds of the forest to your right (south) indicate a pack of wolves are in these parts. But there is something else, these are five white wolves. Along with a powerful, sinewy lycanthrope leader—a fearsome werewolf! Stand and fight, or flee.

DANGER ALERT SPOILER ALERT

Crime and Punishment

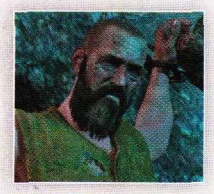
Locations: Ancient Crypt, Rogne
Characters: Yorg, Yorg's Sister
Enemies: None

Along the treacherous northern shore of the main isle of Ard Skellige, east of the Ancient Crypt and north of the settlement of Rogne, a lone prisoner is chained to the rocks. Slay the harpies around him. Yorg tells you he was framed for the murder of Gretter. You can leave him be if you don't believe his story, or set him free. Leave him, and Yorg dies at a harpy's talon, failing this quest.

Yorg's Sister

Dirty Lies from a Little Sister

OBJECTIVES:
- Help the prisoner.
- Nearest Signpost: North of Rogne.



Yorg the Prisoner

When you're next in Rogne (the village almost directly south of the rocky promontory Yorg was chained to), eavesdrop on some villagers at a camp fire discussing the banishment of Yorg. His sister tries to defend her brother, then dashes off in a tizzy. Follow her and speak to her. She tells you her uncle Gretter "did things to her", and that she told Yorg that, which prompted the killing. Only Gretter didn't really, she lied about the abuse as her uncle was simply rotund and stank. End the quest by letting the sister know you freed her brother, or that she learned her lesson about lying.

DANGER ALERT SPOILER ALERT

The Family Blade

Locations: Kaer Trolde Harbor, Crossroads, Miners' Camp, Thieves' Camp and Obelisk, Fyresdal, Thieves' Camp and The Old Fort, Whale Graveyard]
Characters: Olaf
Enemies: Renegades

Assault at the Obelisk

OBJECTIVES:
- Look for a thieves' camp near the obelisk.
- Nearest Signpost: Southwest of Miners' Camp.

Amongst the notices on the board at Kaer Trolde Harbor on Ard Skellig, is one that reads "Contract: Stolen Sword." A missive from the lead guard Olaf regarding the pilfering of a sword named "Kuliu" from the Kaer Trolde armory. The suspect was seen leaving to the south, which is where you should travel.

Assuming you aren't foolish enough to trek off the paths, take the path roughly southward out of Kaer Trolde, down to the Crossroads (signpost), then east around the northern shore of the lake towards the Miners' Camp (signpost). While on the north side of the lake (as shown), you should stop and physically look for the obelisk perched on a cliff towards the northeast.

OBJECTIVES:
- Kill the thieves.
- Search the thieves' camp for the sword named Kuliu.
- Read the journal to learn about the sword named Kuliu.

You may wish to approach the hillside tent camp containing four renegade thieves from the south, heading north, to more easily spot the foes settling in under the cliffside obelisk. They aren't friendly, so bring cold steel and strike down all four of them. Now search the corpses of each of them. While their camp holds little of value, one of the thieves holds a journal with a clue to read.

ITEM: Quest Item: Thief's Journal (1)

The Call of Kuliu

OBJECTIVES:
- Track down the thieves at the old fort.
- Kill the thieves.
- Nearest Signpost: West of Fyresdal.

Check your Inventory menu and read the journal you found. You're fortunate that the thief listed a possible location where buyers of the sword may be gathering—an old fortress near Fyresdal. Prepare for a bit of a trek (or boating expedition) to the southern coast of the island. From the town of Fyresdal, run up the path of deforested trees, and up towards the wooden fortification nestled below the snowy cliffs.

OBJECTIVES:

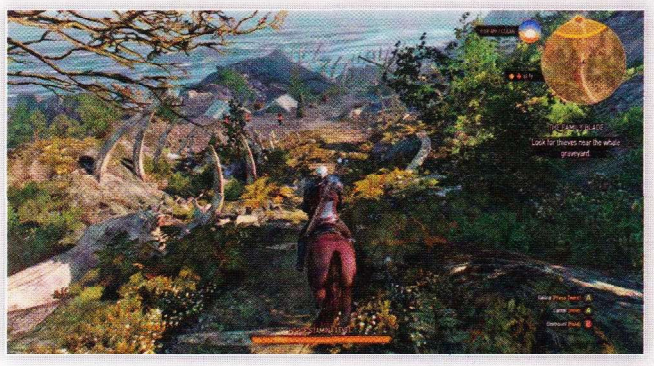
- Search the thieves' camp for the sword named Kuliu.
- Read the journal to learn about the sword named Kuliu.

Enter the fortification via the only entrance, and fight the renegades. The now-familiar pattern of looting a journal note from one of the slain thieves is your next plan. Check your Inventory menu, and careful reading reveals another meeting. This one at the even more remote Whale Cemetery on the northeast coast of Ard Skellig.

ITEM: Quest Item: Thief's Journal (2)

OBJECTIVES:

- Look for thieves near the whale graveyard.
- Kill the thieves.
- Search the thieves' camp for the sword named Kuliu.
- Return Kuliu to the Kaer Trolde guardsman named Olaf.
- Nearest Signpost: Northeast of Gedyneith.



It's a long trek, either by boat around the coast to the Whale Graveyard, or over Arg Skellig to the druid encampment of Gedyneith, and then a northeast bolt down a slippery gravel path towards the ocean. Four swarthy renegades are waiting. As before, all must be put to your blade. Afterwards, the fabled sword can be found along with a journal, on the corpse of the thief leader. Head back to Kaer Trolde, find Olaf on the bridge, and present him with the sword for a small reward, as the quest concludes.

Olaf

ITEMS: Quest Items: Kuliu, Thief's Journal (3, Crowns

DANGER ALERT — SPOILER ALERT

FARTING TROLLS*

BREAKING WIND AND ROCKS

OBJECTIVE:

- Nearest Signpost: Southeast of Wild Shore.

Location: Flatulent Trolls' Cave
Characters: Dodger, Jessie, Joe
Enemies: Rock Trolls

Take a moment from your pathway travels along the rugged southwest coast of Arg Skellig, and investigate this granite-hewn cave entrance amid the tundra. It is between Wild Shore (to the northwest) and Holmstein's Port (to the south).

Step inside, and carefully walk into the tunnel of this cave. Stay at range as you view the tunnel widen into a large cavern. Three dangerous rock trolls are talking to each other, with the most disagreeable bowels you've heard. When they spot you, expect combat. Slay them or flee to end this quest.

DANGER ALERT — SPOILER ALERT

FINDERS KEEPERS

OBJECTIVES:

- Look for signs indicating the cargo's owner.
- Nearest Signpost: Giants' Toes.

Locations: Giants' Toes, Svorlag
Characters: Shopkeeper
Enemies: Dagr, Pirates

DIPPING YOUR TOES

While exploring the northeastern coastline of Ard Skellig, be on the look-out for the rock formation known colloquially as Toes of the Giants. Explore the rugged coast and prepare for a modicum of combat thanks to roving bands of dagr. Slay around five on the beach, near a small campsite and two row boats.

Now look north, and swim across to the largest "toe" of the island cluster. There's a small shipwreck, and a band of four pirates skulking about the area, attempting to gather the ship's loot.

Once they are defeated, the quest starts. Inspect the half-buried crate (it glows red if you use your Witcher Sense). It was hacked apart with an axe, and contains a solid sword you must take. Now inspect a second crate close by—this one has the emblem of Clan Brokvar on its lid.

ITEM: Common Item: Solid Skellige Sword

END: BROKERING WITH CLAN BROKVAR

OBJECTIVE:

- Ask the shopkeeper in the Clan Brokvar village on Spikeroog about the shipwrecked cargo.

Plot a course to the small isle of Spikeroog; it lies to the northwest of Arg Skellig. Sail to the village of Svorlag, and find the shopkeeper on the harbor, adjacent to the Notice Board.

Speak to the fellow here, letting him know about the shipwreck. He reckons it's the Hemdall's Wrath, which set out for the Continent a month back, and hopes you might happen across a sword among the wreckage. It's ornate, and belonged to the captain. This matches the blade you found in the first crate. Hand it over for the reward, as the quest concludes.

Shopkeeper

ITEM: Crowns

DANGER ALERT SPOILER ALERT

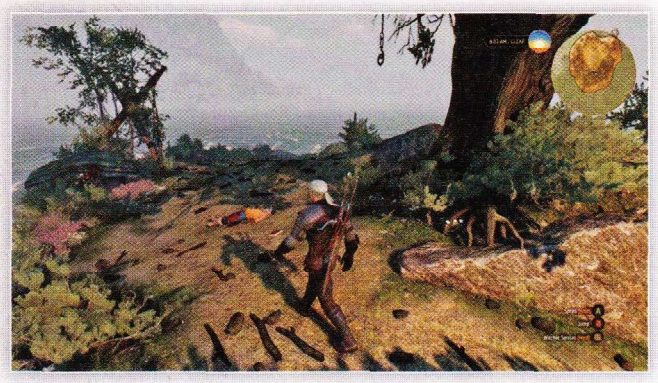
FROM A LAND FAR, FAR AWAY

Locations: Hemdall's Finger, Ursten (Velen), Widow's Grotto
Characters: Viki, child
Enemies: Warrior

IRWIF INDOD O IFI, CHIAST!

OBJECTIVES:

- Find the sunken chest mentioned in the journal.
- Nearest Signpost: East of Redgill (Ard Skellig).



There's a tiny island due east of Redgill (on the eastern side of Ard Skellig), known locally as Hemdall's Finger. Climb ashore to uncover the wreckage of a boat, and a corpse with its legs crushed, under the large oak tree. Use your Witcher Senses to study the crest on the section of boat—it is of unknown origin. The journal lying near the victim (once you read it) makes mention of a delivery to Ursten (back on the Continent), a woman named Viki with a phrase to tell her, and treasure aboard the vessel.

Back at the water's edge, look for the top of a mast poking out the water. Dive down and inspect the underwater wreck. There's another unknown crest on the hull, and the chest itself. It contains a letter and the captain's log. Read the log and there's mention of a second vessel, which was bound for Ursten in northern Velen.

ITEMS: Quest Items: Letter Sealed with Impermeable Wax, Captain's Log

NIDYDYCH INEI GAEL!

OBJECTIVES:

- Uncover what became of the second ship.
- Talk to the foreign woman.
- Nearest Signpost: Ursten (Velen).

Journey back to the Continent, locate Ursten (northwest of the Border Post), and head there. Along the main road, near one of the cottages, is a soldier clad in a foreign uniform you're unfamiliar with. He asks whether you've seen a woman and a "plaetyn" who have escaped punishment. Answer how you wish, then head to the objective area towards the mouth of the Pontar river. Climb down to the shoreline.

Viki

Close to the objective area are the ruins of the second vessel. Close by are footprints from a mother and child—use your Witcher Senses to spot them. Follow them up the steep river bank, across to a small wooden watchtower, where a woman shouts something in a foreign tongue and flees from you. Chase her down to the river, to a moored boat close to a cave entrance; the aptly-named Widow's Grotto.

As you enter the cave, so does the foreign soldier, who tells you he's bringing the child back and killing the "woman criminal." You can:

- Refuse to let the woman fall into the hands of the soldier, defeat the soldier and receive a small gift of a medallion from the woman (which you can take or give back).
- Tell them it isn't your business and walk away.

Either way, the quest concludes.

A Hallowed Horn

Locations: Holmstein's Port, Kaer Muire, Arinbjorn, Eldberg Lighthouse, Thieves' Camp and Obelisk
Characters: Holger Blackhand, Mathios
Enemies: Pirates

ASSAULT AT ANOTHER OBELISK

OBJECTIVES:

- Track down the thieves and retrieve Holger's horn.
- Nearest Signpost: North of Arinbjorn.

Along with the other notices on the board just outside Kaer Muire fortress on Ard Skellig, is one that reads "Contract: Stolen Horn." A letter from the leader of this settlement, Holger Blackhand. It is regarding the looting of a horn by some shamed warriors. If found, the horn should be returned to Blackhand's steward, Mathios. It seems the horn has been smuggled onto the Eldberg peninsula, north of the port of Arinbjorn, and south of the Eldberg Lighthouse. Sail or trek there, to the western side of Ard Skellig, at your earliest opportunity.

Journey along the treacherous bridges linking the three islands, and search for a group of pirates on the middle land mass.

Carefully view a single tent close to the rocky shores where the horn may lie (second picture). Expect seven more foes at this tent, close to a jutting rock obelisk. Tackle each of them, and then search the corpses. Two hold a journal detailing the guilt and disgrace he felt at stealing the heirloom. The horn is in the chest by the tent.

ITEMS: **Quest Items: Journal of a Thief, Part I, Journal of a Thief, Part II, Holger Blackhand's Horn**

END: GIVING THE HORN, HAVING THE HUMP

OBJECTIVE:

- Bring the stolen horn to Mathios.

Trek back to Kaer Muire, and visit Mathios who waits close to the building directly above the Notice Board. You mention you've retrieved the horn, and he's less than happy at you slaying the men who took it. Oh well. The quest now concludes with a modest reward.

Mathios

ITEM: **Crowns**

Hard Times

Locations: Miners' Camp, Bridge to Kaer Trolde
Characters: Yanne, Blacksmith
Enemies: Cyclops, Nekkers

AN EYE FOR THE MAIN CHANCE

OBJECTIVES:

- Use your Witcher Senses to investigate the broken cart.
- Follow the tracks leading away from the broken cart.
- Nearest Signpost: South of Miners' Camp.

While journeying south from the Miners' Camp, just over the crest of the hill near a large oak tree, you may stumble upon the remains of a merchant's caravan. A cart strewn to the side with tremendous force, and both horse and human seemingly whalloped to death. Beware of a nearby cyclops responsible for this attack—it heads to your location and must be defeated! Look in the Bestiary for takedown tactics. Afterward, the quest begins.

Close to the single cart wheel are fresh footprints. Follow this trail of prints and fresh blood in a roughly southeasterly direction into the undergrowth. You should discover a pack of five nekkers feasting on the remains of a woman. Rid the corpse of its attendees, and search the body for a letter. It is written to Yanne, who you presume is the brother of the deceased.

ITEM: **Quest Item: Letter to Yanne**

END: YANNE'S LAMENT

OBJECTIVE:

- Deliver the letter to the Kaer Trolde smith.

Yanne resides just across the bridge inside the Kaer Trolde fortress. Embark on a journey northwest, eventually crossing the expansive Kaer Trolde stone bridge, and turning immediately right to visit the smithy.

You're looking for Yanne, who is usually dozing in the small weapons tent. Tell him you've found a letter from his mother, on the corpse of his sister. He's understandably upset, but rewards you:

- For your diligence if you tell him the truth, with crowns.
- With anger (and refuses to ever provide services to you) if you try to spare his feelings, and you don't receive the crowns.

The quest then concludes.

Blacksmith

ITEM: Crowns

DANGER ALERT SPOILER ALERT

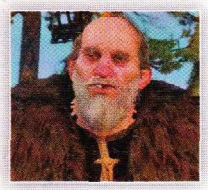
IN THE HEART OF THE WOODS

Location: Fayrlund
Characters: Harald, Sven, Hilde
Enemies: Warrior Endriaga, Wolves, White Wolves, Wyvern, Leshen

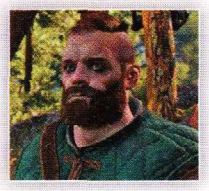
GETTING TO THE ROOT OF THE PROBLEM

OBJECTIVES:

- Check what happened.
- Examine the tracks in the woods using your Witcher Senses and find out what's killing the villagers of Farylund.



Harald



Sven

On your hikes across Ard Skellig, stop at the woodland village of Farylund (close to the middle of the island), and listen to a group of villagers muttering close to an irrigation stream. They speak about one of their own, killed by the woodland spirit. Head to the edge of the woods to view the twisted remains of a villager, strangled, split and torn, and wrapped tight in vines. The crowd is divided into two camps; those that believe the death was due to ignoring "the old ways" (lead by Harald), while others believe this is a monster that requires eradication (lead by Sven).

After a less than friendly welcome, mention your services are for hire. You may ask about the woodland spirit, the others it has killed, and why the spirit may be out for revenge. This starts a war of words between Harald and Sven. Tell them enough, and that you'll make up your mind after you discover what's responsible for the deaths. Head west, into the woods.

Move to the first objective area, dealing with a possible warrior endriaga incursion. Then stoop and use your Witcher Senses:

- Pick up a trail of large footprints.
- A dead dog shows thin and deep cuts, not unlike a razor.

Follow the trail, watching for four more endriaga, moving past a possible wolf attack as you reach the second objective area.

- Inspect a tangle of tree roots that have skewered a villager into an upright stone. This has smashed the victim's bones which takes immense strength.

- Follow the tracks in a more southwesterly direction, into an area of standing stones and marsh waters. Expect frightened deer to scarper at your arrival.

The beast sharpened its claws (or marked territory) on three of the large standing stones. Engage a couple of white wolves in combat here. You know what made these marks now—an ancient male leshen.

THE SACRED AND THE PROFANE

OBJECTIVE:

- Talk to Harald about the leshen.

Return to Fayrlund. You have a choice in who you inform first.

Harald is at the edge of the village, having buried the brambled man. He speaks of history, and when you tell him of ridding the area of the leshen, he argues that this entity is what made them warriors in the first place. He also has another way; a method to appease the woodland spirit. You must roam the woods with knife and spear, fighting on even terms to prove valor. You should go to the Covenant Stone within the woods, and submit to this trial by burning a sacrifice of wolves' hearts. You can:

- Agree to try it Harald's way (you can always change your mind).
- Disagree, and vow to simply slay the leshen.
- Think things over (and get Sven's side of the story).

OBJECTIVE:

- Talk to Sven about the leshen.

Sven is near the village merchant, usually flirting with Hilde (a villager). He speaks about the beast's appetite for killing. You can agree (or disagree) that this is just an "ordinary monster," before telling Sven the leshen has marked one of the villagers and that as long as the individual lives here, the leshen cannot be completely killed.

While the villagers won't believe this story from you, if you find the marked villager (Sven reckons it is Harald), Sven will convince everyone to banish them. You can:

- Find the marked person, continuing Sven's plan.
- Or leave the village, and begin the ritual Harald told you about.

THE OLD WAYS OR THE NEW?

At this point, you must side with Harald or Sven, and the quest concludes differently depending on who you work with. Both sets of objectives are still accessible, until you either complete the ritual (Harald), or finish destroying totems and attack the leshen itself (Sven). (Sven).

FOR HISTORY AND HARALD: HARVESTING HEARTS FROM THE WOODS

OBJECTIVES:

- Approach the altar.
- Collect wolf hearts (5).

Go into the woods, taking a circular rout across the higher ground to the south, and winding around to a cliff ledge overlooking the forests. Beware of wolves attacking as you reach the altar, which is just to the left of the oak tree. Once they are defeated, and five hearts are collected, the ritual can begin.

The hearts are lit using Igni. A watching raven inspects the offering. You look up to see dozens of the birds perched on the oak tree. They start to squark and circle the tree in a spiral to the sky. The woodland spirit is appeased. For now.

ITEM: Quest Item: Wolf Heart (5)

HARALD'S WAY: APPEASING A LEGENDARY LESHEN

OBJECTIVE:

- Collect your reward from Harald.

Return to Fayrlund. Meet Harald at the tree carved totem in the middle of the village. He tells you he saw smoke rise and crows dance in the sky. You can tell Harald that the leshen will return and the killing will continue; that this is only a temporary solution. Harald is angered. You've not been paid to lecture him. Then Sven arrives, having killed all the other elders responsible for keeping this ritual alive. He's ready to slay Harald next. You can:

- Tell Sven you can't let him kill Harald. You must then fight Sven and his three guards.
- You can stay out of Sven's business, and let him murder Harald.

Either way, the quest concludes.

ITEMS: Crowns and Clan Hindar Sword

STEPPING FORWARD WITH SVEN: SNUFFING OUT THE WOODLAND SPIRIT

OBJECTIVES:

- Find the person marked by the leshen.
- Talk to Sven about Hilde.

Choose Sven's way, and begin a meticulous search of marked villagers. Sven isn't correct about Harald. In fact, it is the washerwoman Hilde. You'll usually find her near the irrigation stream to the north of the village, that bears the leshen's mark. Return to Sven, who's making unsubstantiated claims about the village elders mating with beasts. He's taken aback when you reveal the marked villager is Hilde. His hubris shrivels away, and agrees to the banishment. This same conclusion occurs if you don't immediately tell him the marked one is Hilde—Sven can't change his mind now! You are now free to destroy the leshen's three totems (see below).

OBJECTIVES:

- Destroy the leshen's totems (3).
- Find the leshen by using your Witcher Senses to follow the sounds it makes.

Enter the woods again, and search for the three small objective areas. Beware of wolves; they are a constant nuisance during your search and destruction. When you reach a totem (a collection of animal bones and skulls fashioned into a fetish), utilize your Igni Sign and burn each into cinders. The leshen has sensed you and sends tree roots to stab and wound, and more wolves to waylay you. Keep moving and dismantling totem as you go.

When the third totem is burning, locate the objective area, and use your Witcher Senses—the echoes of the angered leshen can be "seen" as gray circular pulses. Approach them and the leshen duly appears.

LESHENING YOUR CHANCES OF SURVIVAL?

Should this ancient spirit be causing you more than a little trouble, consult the Bestiary for the finest methods in leshen chopping.

OBJECTIVES:

- Kill the leshen.
- Collect your trophy.

Out of the forest a giant, skull-faced spirit summons its flock of ravens, three ravenous wolves, and attacks with tree roots and a variety of slashing from its mighty claws. Use trees for cover as you defeat this hardy opponent.

ITEMS: Ingredients: Ancient Leshen Mutagen, Leshen Resin, Quest Item: Leshen Trophy

SVEN'S WAY: USURPER

OBJECTIVE:

- Collect your reward from Sven.

Return to Fayrlund. Meet Sven at the tree carved totem in the middle of the village, where he has murdered Harald and the elders. Not to worry, your agreement still stands and your coin is awarded. Other villagers are shocked at the bloodshed.

You can:

- Tell Sven you can't let this murder slide, and that everyone saw it happen. You must thenleave them, and stay out of his business.
- You can stay out of Sven's business.

Either way, the quest concludes.

ITEMS: Crowns, Reaver's Boots

DANGER ALERT SPOILER ALERT

NEVER TRUST CHILDREN (II)*

A LIKELY LAD

OBJECTIVE:

- Nearest Signpost: Southwest of Sund.

Location: Sund
Characters: Boy
Enemies: Bandits

As you venture along the wooded pathway heading from Sund to Arinbjorn, you may come across a forlorn lad, standing in the road. Speak with him, and he explains his father had been mauled by a bear, and points to the side of the pathway before scarpering.

NOT NOVIGRAD

This quest is not related to the one of the same name occurring in Novigrad.

Ignore the kid. He's simply a diversion so you'll trek into the thickets and be set upon by three bandits. Of course, they weren't banking on being skewered by a swordsman such as yourself. Slay them all and the quest completes.

DANGER ALERT SPOILER ALERT

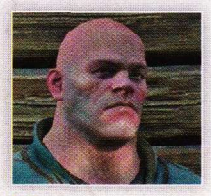
THE NITHING

Location: Rannvaig
Characters: Lothar, Jonna the Herbalist

NITHING TO SEE HERE

OBJECTIVES:

- Talk to Lothar. Investigate the Nithing.
- Follow the tracks and scent using your Witcher Senses.



Lothar

Check the Notice Board a little way from the beach in Rannvaig, and tackle the following request—marked "Nithing." It seems a local man named Lothar is having trouble with a cruel and treacherous curse. Locate the abode of the blighted Lothar, and find him tending to his garden. Ask about the curse, and he explains a horse's head on a pole has appeared, with the named of his first-born Tjalve carved on it. Now his son has a fever.

Move to the nithing itself, a slightly unpleasant mass of skull and wood bearing Tjalve's name. But there are footprints leading away from the totem.These are tracks to follow (using your Witcher Senses) through the undergrowth to a dead tree where a woman's shawl was dropped. It has a *distinctive pattern and smell. Pick up the odor, and follow it back into Rannvaig.*

OBJECTIVES:

- Ask about the shawl's owner.
- Talk to Jonna, the herbalist.

Jonna the Herbalist

Step into the objective area around town, and begin to quiz the peasants about the shawl. One of the women recognizes it as belonging to the herbalist Jonna. Locate her close to her small dwelling, and speak to this jealous woman about lifting the curse. She tells you how to lift the curse, though Lotar might not be happy.

END: SOWING HIS SEED WITH THE HERBALIST HUSSY

OBJECTIVE:

- Talk to Lothar about how to lift the curse.

It seems Lothar has been more than economical with his lovemaking, and Jonna wants him back in her arms. He doesn't want this though, as it will shame his wife and family.

You can coax him into one of the following, when Lothar wishes death upon Jonna:

- Say "can't do that", and he reluctantly heads to Jonna, to save his son and take responsibilities for his actions. The quest concludes.
- Say "so be it", and help Lothar, despite the newly gathered information. You need to reverse the nithing's curse. Head to it and inspect it and inscribe a new target on the shaft. Now return to Lothar for your reward. Afterward, when you return to Rannvaig, your inscription has resulted in the death of Joanna (though you aren't suspected). You've lost a prime source for rare herbs and recipes.

After either decision is made, the quest concludes. If you reverse the curse on Janna, Lothar awards you with crowns.

ITEM: 60 Crowns

DANGER ALERT SPOILER ALERT

PEACE DISTURBED

Locations: Crossroads, Wraith's Crypt
Characters: Skellige Women
Enemies: Wraiths, Nightwraith-

TOMB RAIDER

OBJECTIVES:

- Enter the tomb.
- Kill the monsters on the lower level of the tomb.
- Talk to the women waiting outside.
- Nearest Signpost: Crossroads.

Take a right turn down a dirt path just north of the Crossroads signpost on the on the central western coastal path of the main isle, southeast of Kaer Trolde Harbor. The trail leads to an ominous crypt entrance, and two Skellige women who tell you they're collecting nails cut from corpses to build cursed longships with. They're also hoping you'll rid the nearby crypt of any ghosts to increase their haul.

Enter the large entrance crypt, where you're able to blow out (and re-ignite) the candles atop the many coffins. Head into the tunnel to the northeast, down the steps, and slay a single wraith at the alcove corner. Then venture deeper into the lower chamber. Two more wraiths must be snuffed out in this alcove tomb.

Then it's a wander down a tunnel to the north, to the lowest tomb sanctum. Two wraiths and a nightwraith are lurking lurking in the lowest level of this crypt. Kill the nightwraith, and all other wraiths are banished. Once you are victorious, retrace your steps back to the surface, and explain that the tombs have been cleansed. Well done, witcher. A sacrifice to Freya will be made in your name.

DANGER ALERT SPOILER ALERT

PRACTICUM IN ADVANCED ALCHEMY

Locations: Gedyneith, Morskogen Forest, Succubus' Cave, Distillery, Blandare
Characters: Quarreling Druid, Gremist, Druid Tracker, Ramund, Succubus, Fritjof
Enemies: Ghouls, Cyclops, Foglets

GREMIST THE VENERABLE ALCHEMIST

OBJECTIVES:

- Ask the druid about Gremist.
- Nearest Signpost: Gedyneith.

QUESTING DECISIONS

This quest is available when you visit the druid's sacred oak in the ceremonial heath of Gedyneith, in eastern Ard Skellig. It can also be started by asking alchemists throughout the lands (including Velen and Novigrad) for a master alchemist once you have this option.

Travel down to the cave by the pond, at the foot of the heather slopes, and listen to a conversation between two druids. Approach the less senior of the two and ask about Gremist.

Gremist

Apparently he is an exceptional alchemist, but as stubborn as an ass. He has many formulae in his head, but will not share them. Move on to Gremist himself, who isn't the friendliest of sorts. Ask him to teach you alchemy. The answer is emphatically negative. Ask how he can be convinced (or that you'll be a good student). He softens a little. He is preparing a tricky ritual, and requires assistance—three favors before he'll accept you as an apprentice:

- Bring him a pimpernel from the Morskogen Forest.
- Obtain and return with a bottle of spirit from the old distillery on Hail Hill.
- Finally, convince Fritjof (who lives near Blandare) to help Gremist perform the rite.

Agree to these demands, and don't forget to ask for further information on each favor before you depart.

THREE FAVORS

The three favors can be attempted in any order (though the quickest route is to complete the Blandare favor first, then the forest, and then the distillery). All three favors take place on Ard Skellig, between the center of the island (Blandare) and the southeast (the distillery).

FIRST FAVOR: THE HARLOT'S PIMPERNEL

OBJECTIVES:

- Find a pimpernel in the forest.
- Search the woods for the missing apprentice and some pimpernel.
- Nearest Signpost: South of Druid's Camp.

Druid Tracker

SECOND FAVOR

This favor should be completed second, if you're concerned about an optimal route between each favor.

Ride south until the calm forests become more windswept, and the pine trees a little more ragged. In the large Morskogen valley (where the magical cataclysm took place), attack any white wolves you wish, then gallop to the objective area where pimpernel is said to grow, and inspect the bush the ingredient grows on. It seems it was picked recently.

Someone else is in the undergrowth—a druid also sent here by Gremist. In fact, a multitude of apprentices have attempted to find this flower, but all have returned unsuccessfully, and unwilling to explain what they found. Recently, one druid failed to return at all. You agree to search the vicinity with this druid tracker. Use your Witcher Senses:

- You uncover some hoof marks in the undergrowth. Head southeast.
- The marks become a trail leading up-slope, to the south. They are bipedal, so not from a horse.

A number of footprints (some fresh, others faded); they all lead up the slope roughly southeast. Follow them.

Succubus

Ramund

There is sound of torture ahead. No wait, it's the sounds of tickling. A young druid named Ramund is giggling with a succubus (now you know why the apprentices were reluctant to explain what they experienced). The tracker druid is most perturbed, and claims Ramund has had an addling spell cast upon him. He readies his staff for combat. You can:

- Agree with the druid (that the succubus needs to die) and she will defend herself.

OBJECTIVE:

- Kill the Succubus.

This is a tricky fight. The succubus is a powerful creature that uses magic, and the terrain is not condusive to dodging. Be mindful of her spells and get in close when you can to deliver blows. Slay the succubus and witness a very disturbed Ramund curse you and storm off, with the druid you helped thanking you before he chases the perturbed apprentice.

OBJECTIVE:

- Use your Witcher Senses to find and pick a pimpernel.

You can detect the succubus' scent easily once she is dead. Use your Witcher Senses to follow it, eventually finding a cave. Enter the cave and find that the succubus has been collecting flowers for a while. Maybe she wasn't so bad after all? Regardless, using your Witcher Senses you can identify and pick the pimpernel.

OBJECTIVES:

- Follow the succubus into her lair.
- Find and pick a pimpernel.

Or, you can side with the succubus, explaining that she's mostly harmless. The fuming druid storms off, muttering something about returning with reinforcements. Ramund is sent off to pick flowers.

The succubus is surprised you sided with her (especially since she has no intention of coupling with you). Tell her there's another way she can repay you. Follow her along the path, then into her nearby cave lair. It is adorned with bellflowers, kingcups, violets, and most helpfully of all—pimpernels. Use your Witcher Senses if you need to, locate the pimpernel and pick it. The first favor concludes.

ITEM: Quest Item: Pimpernel

SECOND FAVOR: THAT'S THE SPIRIT

OBJECTIVES:

- Find the abandoned distillery.
- Search the distillery for instructions on how to produce alcohol.
- Read the instructions.
- Find the Mash.
- Use the machine to produce alcohol.
- Nearest Signpost: Distillery.

COMPLETE THIS THIRD FOR SPEED

This favor should be completed third, if you're concerned about an optimal route between each favor.

Hike up past the snow line in a southeasterly direction from the succubus' cave, utilizing the rocky path to ensure you don't slip and kill yourself (should you venture into the steep slopes of this part of Ard Skellig). At the top of the mountain peak is a flat icy ground, where ghouls are prowling.

This was the location of the distillery storage, but this has long since collapsed and blown away, leaving only a few corpses which attracted the ghouls. Travel down the steep slope to the south towards a rickety wooden bridge and platform up into a tall cave underneath the ruins. These are the ruins you're looking for.

The cave is currently home to a lumbering cyclops. Not for long. Once it has been cut down to size, use your Witcher Senses, and inspect the premises:

- The huge boiling vats are intact, though tarnished.
- The wooden scaffold has a ladder to climb, and a platform where you can find some mash.
- A small raised cabin has some distilling recipes on a bed. On an adjacent bed is an open log book. Gather and read both of them.

ITEMS: Quest Items: Mash, Distiller's Letter, Distiller's Log

Now step over to the distilling machine, examine it closely, and look for a metal vat to add your mash to. Once added (from your Quest menu) it must be boiled. Use Igni a number of times to light the fireplace and rapidly heat the base of the vats. When you mention the vats are hot enough, and must be cooled down, move to the levers on the side of the brewing machinery. Remember the instructions you read—pull the right lever first, then the left, opening a series of valves that cool the vats down with water, and complete the brewing process. Gather the Skellige spirit from the barrel and leave, watching for encroaching ghouls as you go.

ITEM: Quest Item: Skellige Spirit

THIRD FAVOR: FRITJOF IS FEELING PARCHED

OBJECTIVES:

- Find a druid in the nearby village and convince him to talk to Gremist.
- Go to the ritual site with the druid.
- Defend the druid while he completes the ritual.
- Nearest Signpost: Blandare.

Fritjof

FIRST FAVOR FOR THE SAKE OF SPEED

This favor should be completed first, if you're concerned about an optimal route between each favor.

Make the trip to Blandare in the center of Ard Skellig. Visit the crossroads in the middle of the village, where Fritjof the druid is located. He agrees to meet Gremist, but he has other concerns at the moment; the drought ravaging the village, for starters. Agree to defend the druid after he summons the rain, should Mother Nature be angered by such a ritual. Head northeast, across the planted field, following the druid who has already instructed his pet warg to round up a *couple of goats and sheep for the sacrifice.*

Fritjof is almost immediately successful after he slaughters his animals. Sitting cross-legged at the sacrificial altar on the field, he continues his prayers while foglets are summoned with alarming frequency. With one eye on Fritjof's health, advance and defeat the foglets that appear. Expect around eight or nine in groups of three. Don't venture too far from Fritjof as the foglets immediately swarm and attack him, and he cannot take too many strikes.

END: STIMULATION AND ASSIMILATION

OBJECTIVES:

- Return to Gremist.
- Talk to Gremist about your reward.
- Wait till the next day.

Make the journey back to Gedyneith, finding and opening the wooden door at the cave entrance by the pond. Gremist is inside, puffing away at a pipe with Fritjof. As you've completed the three favors, Gremist agrees to begin his lengthy ritual, but you are forbidden from watching. Step outside, and wait. Once you've completed other quests, or simply meditated for one entire day (or multiple times during a day and night cycle), return to the cave, where Gremist and Fritjof are lolling around, drunk off their feet. A complicated rituatl indeed! Join them for a tipple, while collecting the following rewards:

ITEMS: Ingredients: Sulfur (5), Alcohest (5), Han Fiber (5), Saltpetre (5)

DANGER ALERT SPOILER ALERT XXX

THE SAD TALE OF THE GROSSBART BROTHERS

Locations: Blandare, Grossbarts' Grotto
Characters: Djenge Frett
Enemies: Hegal Grossbart, Jesse Grossbart, Manfred Grossbart

I AM THE BEST. ALWAYS WAS.

OBJECTIVE:

- Look for the Grossbart brothers in southern Ard Skellig.

Djenge Frett, Bounty Hunter

A shaggy-coated man stands at the crossroads in the town of Blandare (central Ard Skellig). Approach him, he has work if you're willing to partner with him. He introduces himself as Djenge Frett—apparently a renowned mercenary in these parts. He's after the Grossbart brothers. A trio of rapists and murderers who wear yellow caps on their heads.

END: WITCHER, THERE CAN BE NO MISTAKES THIS TIME!

OBJECTIVES:

- Help the bounty hunter deal with the Grossbart Brothers.
- Nearest Signpost: Grotto, southeast of Distillery.

Your objective mentions the vague (and vast) area of southern Ard Skellig, but the Grossbart Brothers are holed up more precisely in an underground grotto, just above sea level, along the southeastern coast of the island. You may wish to journey to Palisade and trek eastwards, before working your way south along the coastline. Or simply take a boat from Fyresdal around the coast until you discover the grotto entrance at the shore.

STAY OFF THE MOUNTAINS

Wandering the icy mountains directly above the Grotto, in the vicinity of the Distillery, offers only a fruitless and dangerous hike.

Enter the Grotto, and meet up with Djenge Frett in the entrance tunnel. Agree to help him, and follow him into a wider chamber, where the yellow-capped scum are camped. Charge in and slay any and all of the three brothers you wish. When Hegel, Jesse, and Manfred Grossbart are sent into the afterlife, your final conversation with Frett occurs (unless he dies, in which case the quest fails), as you're rewarded and the quest concludes. Feel free to loot the Grotto afterwards.

ITEM: Crowns

DANGER ALERT SPOILER ALERT

SHOCK THERAPY

Converging Quests: Main Quest: Destination; Skellige (page 136)
Location: Gedyneith
Characters: Druid, Egill
Enemies: None

VIOLENCE IS GOLDEN

OBJECTIVES:

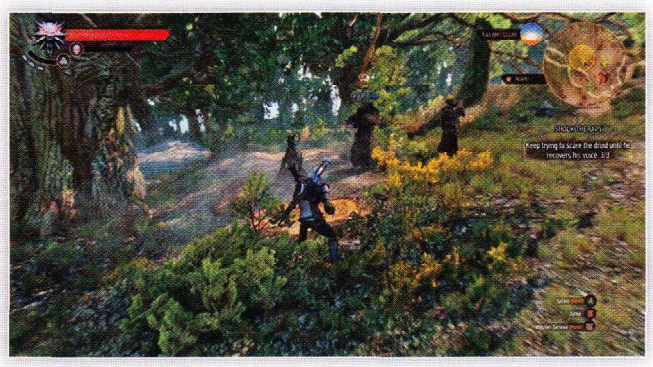
- Go visit Egill.
- Help Egill recover his voice by giving him a scare.

The ancient oak tree of Gedyneith is a place of meditation for many of Skellige's religious folk, but a few have taken this to an extreme. Head up the craggy hillside just east of the marker, and you'll speak with a concerned druid, who hopes you might jolt his friend Egill out of his imposed silence. You're offered the prospect of an excellent Gwent card for your troubles.

Egill

The silent druid is sitting or standing around his campfire, close to the woods just below you. Speak with him for a one-sided conversation, which ends in a one-fingered gesture of displeasure.

As you're here to scare him into speaking, it's going to take a few magical encouragements (the following steps can be done in any order, but only when he moves close to each area).



OBJECTIVES:

- Keep trying to scare the druid until he recovers his voice (3).
- Return to the druid who gave you the task.

- Step 1: Find the hornet's nest on the tree stump, close to the rock and where Egill is dozing. Step back, and cast Aard, blowing the hornets out of the nest, and causing them to swarm Egill. That helps.
- Step 2: Take your pestering to another level by locating the small campfire that Egill is standing near, and then blow it out using Aard. You can see the druid is silently seething. That helps, too.
- Step 3: Walk to the rack where the druid keeps his pots and pans, and launch an Aard wave into them, so they clatter and make a din.

After the third step, the furious Egill launches a verbal tirade in your direction, which snaps him out of his silence. He's furious with you, but his anger is worth your while. Simply leave him and head up the hill to the small cave entrance where the initial druid requested your help. He's having a laugh about the chaos you've caused. He lives up to his end of the bargain, and rewards you for your troubles as the quest concludes.

ITEM: Gwent Card: Ioveth

SIREN'S CALL*

Location: Arinbjorn
Enemies: Sirens

TENDING TO THE FLOCK

OBJECTIVE:

- Nearest Signpost: Just east of Arinbjorn.

If you set out travelling east from Arinbjorn, on the western side of Ard Skellig, beware of your surroundings. In the distance, you may notice two sirens circling an open field.

Close in, and the field is filled with sheep and a shepherd attempting to defend his flock. Help him, slay the sirens, and he rewards you with a small token of his thanks. Ignore him, and later in your wanderings (in any nearby village) you may overhear islanders worrying about the shepherd not returning.

ITEM: **Crowns**

STRANGER IN A STRANGE LAND

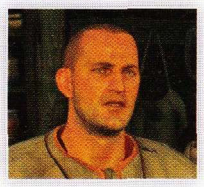
Related Quests: Contract: The Phantom of Eldberg, Secondary Quest: The Cave of Dreams
Locations: Arinbjorn, Kaer Muire
Characters: Jorund, Leif, Simun Brambling, Madman Lugos
Enemies: Kori, Kraki
Recommended Item: Axii Delusion Level 3

CUT DOWN BY SOME MISERABLE S--TS

OBJECTIVES:

- Defeat the warriors who picked a fight with you.
- See what's happening outside.
- Nearest Signpost: Arinbjorn.

Kori



Kraki

Leif

QUESTING DECISIONS

This quest is only accessible once you complete Contract: The Phantom of Eldberg (page 305).

The last objective during Contract: The Phantom of Eldberg involves claiming a reward for banishing a troublesome wraith from the Eldberg Lighthouse. You reconvene with Jorund at his longhouse tavern in the village of Arinbjorn in northwest Ard Skellig. After speaking to Jorund, two warriors approach you. These two bigots are known to you, since they hassled you at the start of the contract. They aren't letting up now, either.

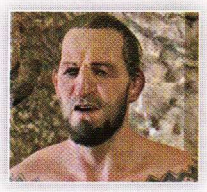
After some harsh words are exchanged, choose a conversation as you wish. Either option results in a fight to the death, with Jorund by your side against Kori and his easily-lead brother, Kraki. Despite your prowess with a blade, the combat ends with Kori cutting down Jorund. Finish off the two fools immediately afterward. Jorund asks for a last nip before he visits the afterlife, and passes away. Wait, what's that commotion outside?

Leave the longhouse tavern, where you're stopped by a mob of angry villagers. Kori's father Leif brandishes you a murderer. You may answer them as you wish, but you are made to stand and defend your actions before the jarl—alarmingly named Madman Lugos. You're not expecting a fair trial.

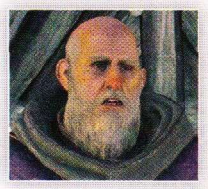
THE VERY DEVIL WE SPEAK OF

OBJECTIVE:

- Get out of prison.



Simun Brambling



Madman Lugos

You have no weapons, and you're languishing in prison. Run past the rock-crackers and speak to a bare-chested man named Simun Brambling. He has little to say except for the need to escape. Head to the prison gate and speak to the guard. It seems your trial has been postponed… by at least a year. You can:

- (Axii Delusion Level 3) Befuddle the guard into letting you out of the prison.
- Tell the guard you have no time, or that you can make a deal. Either offering falls on deaf ears.
- Talk to Simun and take his offer. He agrees to help you convince the guard to let you out, but you'll owe him a favor (Secondary Quest: An Unpaid Debt (page 257) he'll ask you for later on.
- Or, you can start punching any other prisoners, engaging in a fistfight. Win, and the guards are impressed, taking you to see Lugos.

You are brought before the Jarl where Leif is making an impassioned plea for your head. He asks you for your opinion. Answer how you wish (it makes no difference) you're found guilty of murder, and sentenced to death by suffocation. Or by paying Kori and Kraki's weight in silver. Neither option is terribly appealing, so you're surprised when Lugos pays off Leif. You are now in Lugos' debt of pride.

- A debt that must be paid. Secondary Quest: The Cave of Dreams now begins.
- If you already completed Secondary Quest: Cave of Dreams already, you are simply let go as your debt to Lugos has already been paid in full.

THE CAVE OF DREAMS

Related Quest: Secondary Quest: Stranger in a Strange Land
Locations: Madman Lugos' Keep, Holmstein's Port, The Cave of Dreams
Characters: Madman Lugos, Blueboy Lugos, Jorulf the Wolverine, Uve Jabberjaw, King Bran of Skellige
Enemies: Nekkers, Clan Tuirseach Warriors, Water Hags, Hounds of the Wild Hunt, Eredin

A MOTLEY CREW

OBJECTIVES:

- Join Blueboy Lugos and his crew outside the Cave of Dreams.
- Nearest Signpost: East from Holmstein's Port.

Blueboy Lugos

You end your conversation with Madman Lugos by agreeing to help his lad, Blueboy Lugos, who has ventured to the Cave of Dreams on the south side of the island. You have little choice but to help. Leave the keep, and make a lengthy descent down the winding pathway, all the way down to the harbor of Holmstein's Port. Approach the wharf and secure the small boat, and set sail. You may swim instead, if you wish. Or, you can cross the hazardous hills along the coast by land.

Or, you can simply start this quest by stumbling upon Blueboy and his crew, *while you're out adventuring along the southern tip of Ard Skellig.*

Journey to the objective marker further eastwards from the village, where Blueboy's longship is moored, and a band of warriors is burning water at camp. Approach the camp, and speak to one of the guards, an easily-flummoxed head of meat called Jorulf. You can:

- Use wit or force to request a chat with Blueboy.
- (Axii Delusion Level 2) Tell the idiot guard that Blueboy is expecting you.

After some jesting about Jorulf's dad, Blueboy lets you onto his boat. Speak to him, answering how you wish, and he agrees to let you accompany the crew into the Cave of Dreams. Prepare and meditate if you wish, then agree to begin the exploration.

THE STUFF OF NIGHTMARES

OBJECTIVES:

- Explore the Cave of Dreams with Blueboy Lugos.
- Face your nightmares in the Cave of Dreams.

Jorulf the Wolverine

Uve Jabberjaw

Blueboy introduces his two hardy companions, including the ironically-named mute Uve Jabberjaw, describes the cave as a place where your fears are realized, and you set off into an entrance tunnel. You are waylaid by four nekkers—cut them down.

Blueboy spies a totem, and you wolf down some herbs to bring on the nightmarish hallucinations. This has some interesting effects on Uve.

King Bran of Skellige

Trek down either of the gigantic tunnels as a ghostly whale swims in the air above you. Ahead is a totem, and a set of pillars and dining tables, with a group of Clan Tuirseach warriors. Looking up at a balcony, Blueboy is taken aback as the long-dead King Bran looks down on him. You are about to make merry with the clan, when Uve Jabberjaw finds his voice, insults the king, and forces you into combat with all six Tuirseach warriors! They are immune to Igni and Yrden, but are otherwise the same as facing humans in combat. Fight them with your silver sword.

After Uve's nightmare, continue deeper into the cave, passing numerous flying fish that your compadres comment on, where Jorulf recognizes the remains of a longship close to the next totem. It is the one that he dashed into the rocks the night his father died. Sirens sing the song of guilt, and should be stopped and slain immediately.

After Jorulf's nightmare, you may face water hags in the silty and elongated tunnels. Continue to push onwards the next totem, where a vision of Madman Lugos appears to Blueboy. It seems Blueboy fears his father, and the specter of Madman Lugos challenges you all to combat. Slay him.

After Blueboy's nightmare, continue north up the sloping tunnel, before dropping down to the next totem. A vision of belting sleet, and two baying hounds of the Wild Hunt, from which strides Eredin—the leader of the hunt you seek to kill. You have that chance now, though this is a simple spectral form. Ignore the hounds and slay Eredin's image.

END: BLUEBOY'S BUDDY

You wake up at the entrance totem. Your nightmare is over. Blueboy now has no fear of his father, and was honored to fight by your side. A reward is offered (if you asked for money while being in debt to "Madman" Lugos, Blueboy insults your honor, but still pays you), and the quest concludes. Leave the cave the way you came in.

ITEM: **Crowns**

Taken as a Lass

Locations: Warrior's Campsite (Ard Skellig), Siren's Isle (Hindarsfjall), Freya's Garden (Hindarsfjall)
Characters: Warrior, Kurisu
Enemies: Pirates, Sirens

GLORY TO ALL HEROES!

OBJECTIVES:

- Find the pirate ship.
- Nearest Signpost: Roughly east of Distillery.

Warrior

DECISIONS, DECISIONS

This quest can be done in either order—finding Kurisu first, and then her brother. It is shown in the order of finding the brother first, and Kurisu second.

The eastern coast of Ard Skellig is forboding, with jagged rocks and a variety of terrifying foes (such as sirens) to face. But venture here you must (via boat if you wish a little more safety), looking for an inlet with a short jetty, relatively close to the Distillery signpost. By the jetty and small boat is a campsite where two pirates are setting upon a Skellige warrior. Help the warrior out by defeating the foes. Speak with the warrior, who is out searching for his sister. She was kidnapped by pirates. Agree to keep an eye out for her.

Kurisu's whereabouts are somewhere on the eastern island of Hindarsfjall. Plot a course to this wayward isle, heading for the southwestern shores between Lofoten and the Isolated Hut.

Locate the tiny island off this coast with a wrecked longship wedged into it, and swim or boat your way to the shore, where six sirens attempt to thwart your progress.

After a protracted battle, slay your final siren before inspecting the island using your Witcher Senses. You find slain sailors, some which have had their wounds dressed. But the real find is a note inside a chest, on the deck of the wrecked ship itself. It is a missive from Kurisu.

ITEM: Quest Item: Kurisu's Note

END: ALL GLORY TO FREYA!

OBJECTIVES:

- Look for Kurisu at Freya's temple.
- Nearest Signpost: Freya's Garden.

Kurisu

It seems Kurisu may be a priestess in the service of the Goddess Freya. Wade onto the shores of Hindarsfjall, and continue roughly northeast from your current position, and enter Freya's Garden. You may have visited this place with Yennefer, during Main Quest: Nameless (page 141). Optionally try clambering about the walled gardens if you wish, although a path to the east leads you to Kurisu's location—a cave mouth to an altar chamber and location of a shop. The missing woman is here, and explains how she escaped the pirates, and her debt to the priestesses of this sacred grove. She vows to be reunited with her brother as this quest comes to a close.

An Unpaid Debt

Locations: Kaer Trolde Harbor, Simun's Lake Hut
Characters: Simun Brambling, Volund
Enemies: Simun Brambling or Volund

SECRETIVE SIMUN

OBJECTIVES:

- Meet with Simun in the hut by the lake.
- Nearest Signpost: Northwest of Blandare.

QUESTING DECISIONS

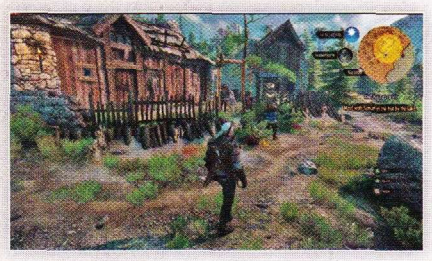
This quest is available once Secondary Quest: Stranger in a Strange Land (page 255) is completed, and you used Simun to help break out of Madman Lugos' prison.

Simun Brambling

While you're in Kaer Trolde, be sure to visit the New Port Inn once the matter with Lugos has been resolved, and you'll find Simun Brambling there. He too, has finished his dealings with Lugos, and tells you he has some scores to settle. You're to provide the muscle. Simon is a little secretive, telling you only to meet him by a hut on a lake close to Blandare. You'll receive further instructions when you get there. You can refuse, but this ends the quest before it starts.

OBJECTIVE:

- Kill Simun or Kill Volund.



Volund

Northeast of Rannvaig and northwest of Blandare is the lake in question, and the hut on the shore is on the eastern shore. Approach and you'll discover that the instructions you're about to receive involve the murder of a man named Volund. Inquire what Volund's crimes were, and Volund pipes up, telling you Simun is the one in the wrong—he killed Volund's brother. Not that this matters to Simun; you're ordered to slay Volund. You can:

- Tell Simun you're not a murderer, and refuse. You must then kill Simun, who is *furious you didn't repay your debt.*
- Tell Volund it isn't anything personal, and attack. You must slay Volund, who is a pushover with you and Simun both attacking.

Afterward, you may speak to the survivor, requesting a stop to your involvement in the unending feuds about pride and bonds of kinship. The quest concludes.

DANGER ALERT SPOILER ALERT

WOE IS ME*

THE WOEFUL MAN: THE LYING MAN

Location: Palisade
Characters: Peasant
Enemies: Peasant, Skellige Men

On the main road through southern central Ard Skellig, where the wind blows and the plains are sweeping, you may discover the remains of a border between rival clans—now in ruins and known as the Palisade. Aside from nearby nekkers and a wyvern, a rather dejected man is sitting close to the signpost, hoping someone will save him. As you approach, his tone changes and two further peasants appear from behind the wooden walls. Slay all three of these would-be ambushers, and continue on your way.

DANGER ALERT SPOILER ALERT

WORTHY OF TRUST

Locations: Kaer Trolde Harbor, Fyresdal
Characters: Johann Bohner
Enemies: None
Recommanded Items: 150 Crowns

Johann Bohner

WILL YOU HELP A MAN IN NEED?

While exploring the port of Kaer Trolde Harbor, you may be drawn to a smartly-dressed merchant by the name of Johann Bohner. His fancy get-up masks a set back in his business dealings. His ship was wrecked and he's lost everything. He requires a loan, just a paltry 150 crowns. You can:

- (150 Crowns) Offer the monies to him (and the quest continues).
- Deny him the loan (and the quest concludes).

If you suspect you'd never see your loan again, you'd be wrong. The next time you're in Kaer Trolde, you meet him heading out of this area. He momentarily forgets that he already asked you for coin.

You can choose to turn him in, resulting in a fight. Pick your money off his corpse. Or trust that he will pay you back at a later date. The next time you're in Fyresdal village (Ard Skellig), he has your money with interest. The quest then concludes.

ITEM: 200 Orens

DANGER ALERT SPOILER ALERT

YUSTIANNA DISTURBED*

VENTURED TOO FAR, WHITE-HAIRED STRAY

Location: Yustianna's Grotto
Enemies: Bandits
Recommended Item: The Eye of Nehaleni, Axii Delusion Level 3

The strange cave known as Yustianna's Grotto, in northern Ard Skellig, offers a chance to loot some good treasure chests, as well as uncover some illusionary rock walls to fully explore this locale (but only if you have the Eye of Nehaleni from Keira Metz, having completed Main Quest: Wandering in the Dark). The central chamber, however, is being ransacked by bandits. Speak to their leader. You can:

- (150 Crowns) Stay alive by paying them.
- (Axii Delusion Level 3) Tell him you'll leave, but not pay.
- Or slay these idiots and claim the loot yourself.

After your encounter with the leader, this quest concludes.

Secondary Quests: Skellige: Hindarsfjall (2)

Questing Decisions Unless otherwise stated, the Hindarsfjall quests are accessible during your exploration of Skellige in Act I.

Danger Alert — Spoiler Alert

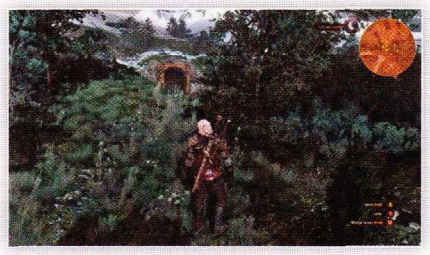
For Fame and Glory

Locations: The Old Mine, Larvik
Characters: Warriors
Enemies: Ghouls, Rotfiends, Alghoul

Two Skellige warriors stand praying aloud at the mouth of an old mine. When you speak with them, they tell you the place is infested with corpse-eaters. Though proud, they recognize your prowess and hope you might help them clear the mine of such foes.

Swift Hands and Sharp Eyes! Lead Us.

Objectives:
- Help the warriors kill the necrophages in the old mine.
- Nearest Signpost: West of Larvik.



Warrior

Advance into the mine, but be aware that you must keep the two warriors alive to avoid failing this quest—a task that can prove to be a hindrance if you simply rush in and attack. Instead, slowly advance and slice away at four ghouls and two rotfiends (in the central cavern) and an alghoul down a side tunnel off the main cavern).

Item: Crowns

Danger Alert — Spoiler Alert

In Wolf's Clothing

Related Quests: Main Quest: Nameless
Locations: Lofoten, Freya's Garden, Morkvarg's Cave
Characters: Yennefer of Vengerberg, Priestesses of Freya, Einar, Morkvarg, Craven
Enemies: Wolves, Morkvarg, Warriors

You may speak the women at length about Craven (Main Quest: Nameless). To clear his name, this Craven character attempted to clear his name by traveling to Freya's Garden to defeat Morkvarg; "the vilest man ever to inhabit Skellige," who stole, killed children and pregnant women, and attacked his own clan's lands. Answer how you wish. Afterward, you realize this monsterous Morkvarg has a complex curse upon him. You both decide to head to Freya's Garden in the hope of finding, and dealing with both Morkvarg and Craven. One of the women also hints that Einar, the only islander to escape with his life from a confrontation with Morkvarg, might have further information.

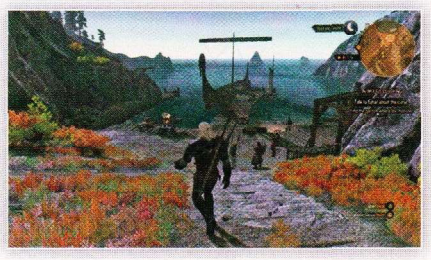
Questing Decisions

Main Quest: Nameless (page 141) is a closely related quest, and much of the activities present in that quest are completed here, so you may wish to complete these quests simultaneously. This quest also becomes active if you decide to visit the Skellige island of Hindarsfjall and Main Quest: Nameless is yet to be completed. Simply read a notice at Larvik ("Contract: Morkvarg") that requests your help ridding the priestesses of the foul beast known as Morkvarg.

Objectives:
- Talk to Einar about the curse.
- Find the garden where the monster dwells.
- Nearest Signpost: Larvik.

Fresh Graves and Razed Huts

While exploring the isle of Hindarsfjall, and learning about the werewolf Morkvarg (from a notice pinned to the board outside the tavern, as shown), travel north from the cemetery into the center of the village of Lofoten. If you came here without Yennefer, before Main Quest: Nameless begins, look for a group of priestesses in Freya's Garden, in the temple area to the northeast. The Skellige women (priestesses of Freya) are conducting some kind of ritual. If Yennefer is with you, she interrupts the ceremony, and you ask the whereabouts of Ciri, the "ashen haired" one. Apparently, Ciri was seen before the Wild Hunt attacked, in the stables with a man named Craven (who is cursed by the other priestesses).



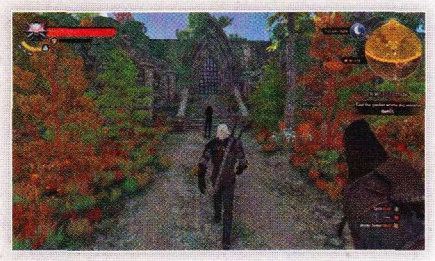
Einar

Einar is situated across the island to the southeast, in the village of Larvik. Head towards the wharf between the rugged rocks of Larvik harbor. He is preparing to hunt some Nilfgaardians, but stays to tell you what happened in Freya's Garden. Morkvarg had bound the priestesses of the garden, slit their throats, and laughed as he was doing it. Archpriestess Ulve cursed him to remain a monster forever, and Morkvarg grew fur and transformed. This is going to be a difficult curse to lift. Bid Einar farewell.

CRAVEN SOME WEREWOLF COMBAT

OBJECTIVES:

- Find the garden where the monster dwells.
- Find Morkvarg.
- Nearest Signpost: Freya's Garden.



Morkvarg

Head to Freya's Garden; a walk along the main road heading northeast. At the gates, you hear gnawing sounds and muttering. A huge, sinewy werewolf is devoring some meat, lashes out at you through the gate, and flees towards a large oak tree deeper into the gardens. He doesn't seem to be receiving visitors.

OBJECTIVE:

- Find Morkvarg.

The gate is locked, so continue up the steps to the right, across the ivy-covered stone bridges connecting various parts of the garden together, then head northwest, and into the very middle of the garden to a huge and sacred tree. You pick up a trail of blood immediately (someone cut himself to make a blood offering). Even though you can utilize your Witcher Senses at the tree, and begin to follow a variety of clues, this is part of Main Quest: Nameless. Ignore Craven's trail, and press on, further into the gardens.

OVERCOMING AN UNDYING LYCANTHROPE

Sprint past the sacred tree, drop down heading northeast, up some stone steps, and into an overgrown grassy stepped courtyard where there's a wolf to cut down. Then head to the edge of the raised garden and look down onto a lean-to and small canal. Drop down from the lean-to and check the following with your Witcher Senses. There are many prints both old and new. Morkvarg's lair is close.

Climb the stone ladder embedded into the wall, and clamber onto the higher ground overlooking a sluice gate and two levers. There is a ruined bridge in this area with a locked gate on the other side.

You can't reach that to continue, so inspect this area closely. Utilizing both levers should allow you to open the flood gates. Save your progress, and start yanking those levers!

- The left lever changes the gears of the mechanism to lift up one of the three sluice gates. You can see which gate is able to be lifted by watching the three wooden mechanism dowels move up and down between the two levers. Simply use the left lever until the sluice gate you want is ready to be moved.
- The right lever moves the actual sluice gate you have chosen. There are three gates:
- The left gate opens a watery exit outside, and out of Freya's Garden, if you wish to leave easily.
- The middle gate allows access to the further part of the gardens, where both a well and a secondary structure is accessible; to further this quest.
- The right gate is under the waterfall, leading to an underwater cave where a key can be found. This is critical during Secondary Quest: In Wolf's Clothing, but don't head there yet; raise the gate in preparation before continuing.

Once the right sluice gate is open, you can continue.

RAMUND'S ASSISTANCE

OBJECTIVES:

- Find the key Morkvarg mentioned using your Witcher Senses.
- Get rid of the werewolf in the garden.

From the gate mechanism turn right (roughly north) and run up and into a cave at the edge of the garden. A few steps into the cave, you witness Morkvarg speaking to the skull of an old friend Ramund about a key he needs. Your objective updates. Though you can "meet" Morkvarg now, it is far better to find the key first.

If you lack clues, step into the werewolf's cave, and slay this beast. Once he's down, Morkvarg pleads for you to undo the curse. You can speak at length about his pitiful existence, Craven, a reward, and learn that simply slaying him doesn't end his life. Morkvarg also mentions he eats his own flesh; it boils his tongue. Interesting. Finish him off, as you don't have the wherewithal to end his life. While Morkvarg is temporarily dismissed from his lair, use your Witcher Senses to check the ground; there's a draft from below.

OBJECTIVE:

- Find a way into the flooded cave under Morkvarg's lair.

Ramund isn't much use (since he's a skull on a pole), so return to the garden (having raised the right sluice gate), dive into the canal, swim roughly northwards under the gate, and enter a second cave directly under Morkvarg's lair. Aside from a chest, there's the rest of Ramund's bones here. It seems he is useful after all—grab his key.

ITEM: Quest Item: Key to the Chapter House

OBJECTIVES:

- Unlock the chapter house doors.
- Read Morkvarg's Journal.
- Search the chapter house.

Swim back to the gardens, retrace your steps all the way back to the sacred oak, and investigate the chapter house behind the tree. After a thorough inspection, you uncover a chest with Morkvarg's Journal. It makes interesting reading. Aside form Morkvarg's despicable past, it implicates Einar!

ITEM: Quest Item: Morkvarg's Journal

THE CURSED FANG OF TORADOR

OBJECTIVES:

- Ask Einar of Larvik why he lied to you about Morkvarg.
- Use the fang to lift Morkvarg's curse or find another way to lift it.

That scheming cutthroat Einar knows more than he is letting on! Back at Larvik, speak to Einar, who threatens to attack you with all his men. You can:

- Meet them gladly, and slay all five of these warriors. Afterwards, loot Einar's corpse of a cursed fang. However, you require information from Einar to understand how to use the fang; a more measured approach is needed if you wish to use the fang to complete this quest.
- Use conversation, not swords, to obtain information about a cursed fang, a gift from Einar's dad, telling him to hand it over for the priestesses' sakes.

Either way, you leave Einar with the fang, and a plan.

ITEM: Quest Item: Cursed Fang

Head back to Freya's Garden, using the wooden mechanism to lift the middle sluice gate this time. Swim through, climb the stone steps to the right, and up onto the higher garden ground you couldn't access from the broken stone bridge earlier. Turn northwards and run up the stepped garden to a large hall structure. Use your Witcher Senses to uncover claw marks on the splintered door. Morkvarg smelled something beyond here.

SUMMONING AND SLAYING MORKVARG

If Morkvarg isn't prowling this area, simply meditate for around four hours, and he should appear somewhere in the garden. Remember that to kill Morkvarg for good, you need to complete the tasks set out below. For now, here are Morkvarg's vulnerabilities, as an ulfhedinn werewolf:

Bombs: Moon Dust

Bomb: Devil's Puffball

Oil: Cursed Oil

Sign: Igni

END: CURSED FLESH AND FLYING FUR

OBJECTIVE:

- Collect your reward from the contract giver.

Morkvarg (Human form)

Inside the hall is a crudely constructed symbol of Freya on the ground, where the werewolf was lured. Use your Witcher Senses:

The offal and body parts in here are untouched, with no signs of feeding (some are werewolf-shaped!). .

ITEM: Quest Item: Morkvarg's Flesh

Once inside, Morkvarg appears again. Listen to his tale of woe if you wish, before facing him in combat once more. Now kill him, and while he lies on his side, remove his curse using either of the following:

- Feed him his own flesh. This must have been taken from Morkvarg after you "slew" him previously, and talked to him while he lay dying, before he disappeared.
- Hand him the Cursed Fang of Einar. However, this only works if you've been told how to use the fang by Einar. If you killed him, the fang is useless.

Either item has been previously picked up, and should be accessed from your Quest Items inventory. An unsteady Morkvarg rises to his feet, now in human form, and ready to dash to the nearest tavern. He has a reward for you; promise to let him go and he tells you of a specific loanshark in Novigrad to visit, who keeps his loot safe, and you can have it for dis-enchanting the curse. Agree to this, or find this information out first, and then kill him! Slay him like the deviant he is, then return to the priestesses of Lofoten for your reward, and the conclusion of this quest.

ITEMS: Saimain Brigandine (Armor): If you use his own meat. Nothing if you use any other method.

ITEMS: Deithewn (sword), Werewolf decoction (recipe): From Novigrad loanshark only.

SECONDARY QUESTS: SKELLIGE: SPIKEROOG (1)

QUESTING DECISIONS Unless otherwise stated, this quest is accessible during your exploration of Skellige in Act I. Once completed, Secondary Quest: Fists of Fury: Champion of Champions becomes available, once you've completed all the associated Fists of Fury quests (see pages 315-318).

DANGER ALERT SPOILER ALERT

MASTER OF THE ARENA

Related Quest: Fists of Fury: Champion of Champions
Location: Hov
Characters: Gunnar, Lydrik
Enemies: Ulle the Unlucky

THE ARENA OF ULLE THE UNLUCKY

OBJECTIVE:

- Talk with the villagers about the problem at the arena.

Visit the wooden sentry hut overlooking the ocean, on the hillside village of Hov, and speak to the two warriors chatting about the arena. They are having trouble ridding the arena of a wraith.

Offer to help, and ask about the arena (it was where the best warriors across the islands clashed), and the wraith itself (named "Ulle the Unlucky", a man who lost every bout, but couldn't die in the arena, slew a Jarl unjustly and is now cursed to haunts the fighting grounds).

Gunnar

Lydrik

Ulle the Unlucky

The double gates to the clifftop arena are adjacent to the battlements. Push open the door, and speak to the strange congealed collection of vapors—the wraith Ulle the Unlucky. Speak to Ulle (remarking he's not typical of this type of monster as he's speaking, not shrieking at you), who is resigned to his fate ever to return here. You must now draw your weapon, and fight Ulle.

END: GERALT THE SELFLESS

OBJECTIVES:

- Find a way to send Ulle on to the afterlife.
- Return to the warriors.
- (Optional) Return to the Spikeroog arena later to collect your precent of the takings.

Your bout with Ulle isn't that difficult. Three or four parries and strikes, and he admits defeat, doomed to repeat this process another day from now (meditate and return here to face him again, if you win). After a little lateral thinking, you may figure out that the only way to dismiss this specter is to actually let him win the fight! Accomplish this by simply allowing him to strike you. When your health is almost depleted, the combat stops. Ulle is incredulous. He hears laughter, chalices clanking, and is summoned to join the feast of heroes in the afterlife.

Return to the warriors, telling them their ghost problem has been dealt with.

- If you talked to the warriors before you handled the wraith, return here in a few days to claim a reward of the profits.
- If you ignored the warriors, let Ulle defeat you, and then talked to the warriors, you receive a smaller reward, and no profits.

The quest concludes.

ITEM: Crowns

Secondary Quests: Skellige: Snidhall Isle (1) and An Skellig (2)

QUESTING DECISIONS Unless otherwise stated, the Snidhall Isle and An Skellig quests are accessible during your exploration of Skellige in Act I.

DANGER ALERT SPOILER ALERT

Free Spirit

Location: Snidhall Isle
Characters: Ivar
Enemies: Warrior
Recommended Items (Books): Tristianna and Isador, Religion and Life, The Cult of Freya, The Curious Case of Virtuous Vegga, Change your life! A Handbook

THE ISLAND ATHEIST

OBJECTIVES:

- Gather books describing religious customs and precedents and take them to Ivar.
- Nearest Signpost: North of Ancient Crypt (Ard Skellig).

While exploring the extinct volcano known as Snidhall Isle, you may hear shouts near a small shack. Investigate and watch a warrior sprint towards a balding man with little to protect himself with. Step in. You can:

Ivar the Atheist

- Watch or help the warrior cut down the man, after which you're shooed away and the quest concludes.
- Stop the warrior by challenging him to combat. Afterward, speak to the man you saved. He is Ivar, and the warrior's sister ran off with him rather than serve the Goddess Freya. Ivar doesn't believe in "that rubbish about the gods" and desperately wants to reunite with Irma. To do that, he needs evidence to show the priestesses; about the holes in the principles of religion. Agree to find any texts that may aid his cause, and be on your way.

GATHERING BOOKS, THEN BOTHERING IVAN

You may, of course, elect to find the books first, and then find Ivar, in which case this quest is much shorter.

TOME RAIDER: HEATHEN BOOK GATHERING

You may now begin the search for five different books, all of which help Ivar learn about the discrepancies with the main religions of the world. Such texts can be difficult to acquire, look for them during searches of dungeons and crypts, or pay a visit to booksellers, such as Marcus of "Books and Scrolls" in Hierarch Square (Novigrad). However, the following locations have a guaranteed copy of each book. Return with a copy of the following:

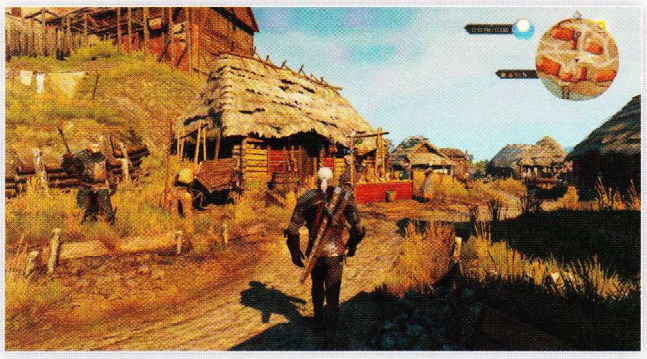
BOOK: TRISTIANNA AND ISADOR

Location: Lindenvale, a merchant stall next to the signpost.

ITEM: **Quest Item: Tristianna and Isador (10 Crowns)**

BOOK: RELIGION AND LIFE

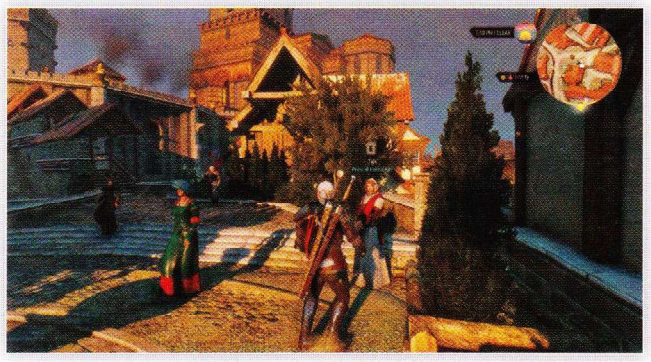
Location: Crow's Perch, the merchant in question is found in the lower section of the fort, close to the bridge entrance.



ITEM: **Quest Item: Religion and Life (10 Crowns)**

BOOK: THE CULT OF FREYA

Location: Electors' Square, Novigrad. A "priest" of the Eternal Fire turns out to be an alchemist, hiding from the Redania's and the Church's purge of all things remotely magical. It does take some small talk to convince the man to show his wares.



ITEM: **Quest Item: The Cult of Freya (10 Crowns)**

BOOK: THE CURIOUS CASE OF VIRTUOUS VEGGA

Location: Fancy Shop Owner in Novigrad, southeast of the St. Gregory's Bridge sign post, next to a barbershop and a Notice Board. The text this merchant possesses is among many confiscated from a fallen sorcerer, Aeramas. Other magical oddities required for other tasks can be found here, as well.

ITEM: **Quest Item: The Curious Case of Virtuous Vegga (10 Crowns)**

BOOK: CHANGE YOUR LIFE! A HANDBOOK

Location: Novigrad Loan Shark, to the northwest of the Southern Gate signpost.

ITEM: **Quest Item: Change your life! A Handbook (10 Crowns)**

END: ENLIGHTENMENT

OBJECTIVE:

- Take the books you found to Ivar, he might find them interesting.

When you have tomes worth Ivar reading, journey back to Snidhall Isle, and look for the hut at the base of this volcano. Speak with him again and present the books. After perusing the pages, he vows to travel the world, and plan a way to be with Irma. You can meet Ivar later by the docks in Novigrad, where he's trying to find a job as a sailor.

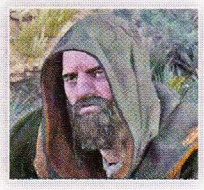
THE PATH OF WARRIORS

Locations: Urialla Harbor (An Skellig), Mount Aardeklove
Characters: Skellige Women, Old Gunnar
Enemies: Endriaga, Sirens, Wraiths, Gargoyles

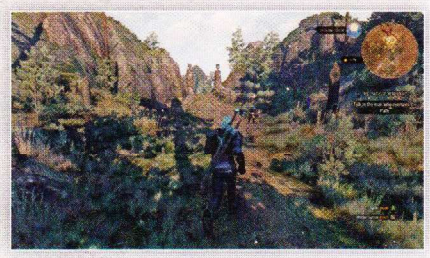
TWO TRIALS ON THIS TINY ISLE

OBJECTIVES:

- Talk to the main who oversees the Path.
- Reach the start of the Path.



Old Gunnar



After arriving at Urialla Harbor on An Skellig, eavesdrop on a couple of Skellige women, who make mention of the Trial of the Path. Speak to them to find out this is an age-old tradition—only those that return from the trial can consider themselves true warriors. Old Gunnar can tell you more, he lives at the foot of Mount Aardeklove.

Bring your best endriaga-slaying implements with you, and travel along the path to the northeast, slaying at least two of these beasts as you pass a sunken homestead, and finally meet an older warrior sitting on a bench, at the Trail to Yngvar's Fang (a signpost). He isn't the friendlist of sorts, but he has some information on the paths:

There are two offshoots. One leads to the mountain peaks, and the other into the bowels of the earth. Traverse both to prove your valor. Speak with Gunnar at length to gain further insight into the trials if you wish. You're now able to choose which of the paths to start first, though it's easier to try the Trial of Dexterity (the mountain climb) first.

TRIAL OF DEXTERITY: A MAD DASH TO THE MOUNTAIN TOP

OBJECTIVE:

- Collect proof you made it to the top of the peak.

Head up the steps to reach the start of the path. Run forward, over the wooden bridge, and leap the gap before slaying a siren. Wait for two more and defeat them as well. Coax them over with Axii or crossbow bolts. Then move right along the path, leap a gap, and make a tight left turn as you climb up and onto the natural rock bridge. Now dash across the moss.

MORE HASTE, LESS SPEED

Falling while maneuvering across this increasingly dangerous pathway, full of leaps and precise landings, requires you to keep a steady head, and a degree of patience. Save your progress before each new leap. And look for rocks stained with bird droppings to climb on as you continue onwards and upwards. If you fall, there's usually a period of backtracking.

From the mossy bridge, leap and grab the ledge. Pull yourself up, and make a series of sharp switchback turns as you zig-zag up the mountain trail. Leap the gaps and pass by two tattered flags showing your progress. Continue west along the trail which flattens out slightly, and leap the gaps along the slope, after sliding down a little. When you can't continue, look left, and perform a series of climbing moves up the stone ledges of the ruined castle battlements above you, in a counterclockwise pattern.

WITCHER SCHOOL GEAR IS HERE

During your climb, you pass through an old, ruined castle that holds some valuable treasure belonging to Witcher Gerd from the Bear School. If you choose to explore, be mindful of the wraiths roaming the abandoned halls. Read more about this by checking Scavenger Hunt: Bear School Gear (page 331).

Save your progress and, as the mists descend, make a large leap across the gap and another along this treacherous upper path, and slow as you spot a strange old man sitting by a door. He doesn't rate your chances. Ignore the door he sits by, and continue along the outer ledge, leaping again and ascending further. Leap a broken bridge with adeptness. Turn back and leap again, and after a final climb, you reach the zenith of Mount Aardeklove.

Now you're at the top of the peak, you must fight any harpies before you find evidence to support your dexterity. Rummage around the base of the totem marker, and discover the following token (amongst other items and a treasure chest). Then examine the Place of Power and gather an additional Ability Point before descending. Your descent involves either of the following:

- Taking exactly the same route as you did to get here. As always, slow and steady is better than fast and falling!
- Or, turn to the right and continue along a new path leading to a long and extremely entertaining slide all the way down to the next path.

ITEMS: Quest Item: Trial of Dexterity Completion Token, Place of Power

TRIAL OF CONVICTION: A BREATH-TAKING JOURNEY UNDERGROUND

OBJECTIVE:

- Descend down to the cave entrance.

Although it is possible to slide down the slope from the mountain path, leaping off the path usually results in an agonizing death. Instead, you should retrace your steps to where Gunnar was sitting. Then use the main road, before a small detour into the wooded area, to reach the cluster of rocks marking the start of the Trial of Conviction.

DON'T DROWN—WHEN TO BREATHE

This trial involves holding your breath, swimming, and not succumbing to panic. Consult the Training chapter on swimming to help you progress, and use your minimap to spot the direction you must travel in.

OBJECTIVE:

- Travel through the tunnel and collect proof you made it to the end.

Enter the cave and drop into the green water. Then, swim southwards as rapidly as your legs and lungs allow. Swim swiftly, and stay as close to the ceiling of this underwater tunnel as you can. Ascend into the air-filled cavern that you eventually reach.

When you surface in this small grotto, be mindful of climbing out. There is a reason Skellige warriors do not rest here because gargoyles reside in this cave! There's skeletal remains showing what happened to the warriors who did not heed Gunnar's warning.

Continue to dive through the passage. Near the end, you should notice a chest at the bottom. Pry it open and take the token within. Keep an eye on your air supply. If you are dangerously low, go to the end of the tunnel and surface to regain air before returning to get the token. Finally you can surface and climb up a ledge here. Follow the path through the cave, performing some more climbs and jumps until eventually you reach the exit of the cave.

ITEM: Quest Item: Trial of Conviction Completion Token

QUEST CONCLUSION: A DEED WORTH SHOUTING TO THE FIVE ISLES ABOUT

OBJECTIVE:

- Leave the caverns and talk to the man who oversees the Path.

It is now simply a matter of returning to Old Gunnar, who is usually at his tent near the seat at the start of the mountain path, and reveal the two tokens you've obtained. He is situably impressed, and offers a variety of rewards for your dexterity and conviction. The quest concludes.

ITEMS: Gloves, Heavy Armor (Diagrams), Sewant Mushrooms (5), Hardened Leather (2)

DANGER ALERT — SPOILER ALERT

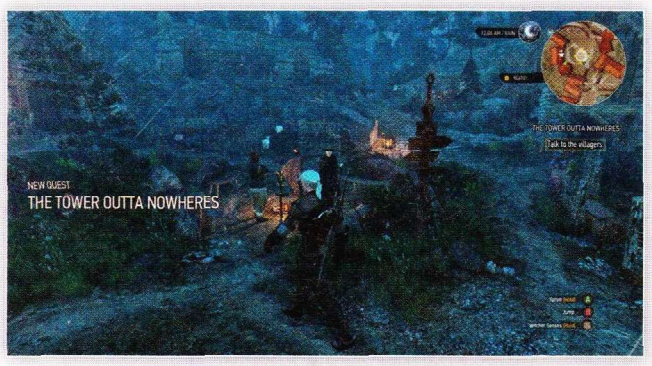
THE TOWER OUTTA NOWHERES

Locations: Urialla Harbor, Strange Tower
Characters: Fisherman, Sigo Buntz
Enemies: Cyclops, Ekhidna, Golem, Ghouls, Alghouls, Gargoyle, Werewolf, Earth Elemental

THUNDER AND LIGHTNING, VERY VERY FRIGHTENING

OBJECTIVES:

- Talk to the villagers.
- Enter the tower.



After visiting (via a trek across the island, or by boat) the permanently soggy village of Urialla Harbor, you encounter a group of warriors and fishermen muttering in the gathering spot in the middle of the settlement. Approach them, and one fishermen beckons you out of the rain to tell you about a knoll beyond the village.

Fisherman

For centuries, everything was normal until one day a tower appeared on top of it! Lightning started arcing down from the structure, and it has been responsible for the incessant rain the island has experienced ever since. The waves are too strong for fishing or raiding. Agree to look into this anomaly.

Set off on a roughly northwesterly path from the village. Use the path and and you may discover a wandering cyclops on your way to the strange turreted tower that is responsible for the inclement weather. Follow the winding path (watching for ekhidna) until you reach the stone steps and wooden entry into the tower. Head inside, down some spiral steps and through a portal.

TOWER AND RELATIVE DIMENSIONS IN SITU

OBJECTIVES:

- Defeat the golem.
- Talk to the man trapped behind the magic barrier.

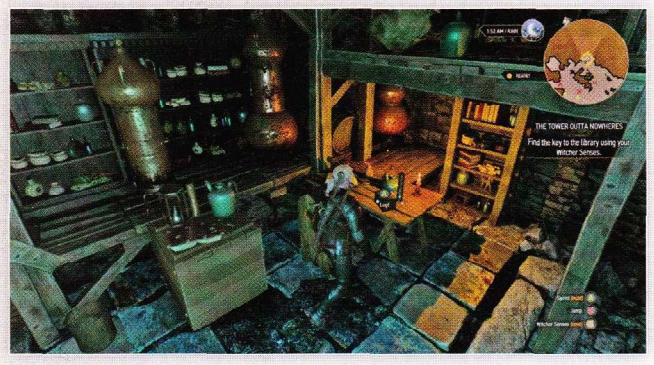
How very strange. The tower is smaller on the outside than the inside! There's little time to ponder spatial awareness, as the main chamber has a golem guarding three archway barriers of magic.

Sigo Buntz

The guardian awakens, and must be battered. After slaying the golem, move over to a magician trapped behind the southwestern barrier. You inform him the entire tower teleported here, and in return, you're told the tower is outfitted with a "Defensive Regulatory Magicon," which essentially means the structure repels intruders. Apparently, to deactivate the defenses, you must find a treatise (Gottfried's Omni-opening Grimoire) hidden somewhere in this tower. Find out more about Sigo the mage if you wish.

OBJECTIVE:

- Find the key to the library.



Aside from the crumpled remains of others that woke the golem, there's little else in the barrier chamber, so head northeast, out of the chamber and into a strange waterlogged cave tunnel. Swim left (north) at the tunnel junction, and climb out of the water into a rough-stoned cavern with old ruins jutting out of the ground. The tower informs you that beasta countermeasures are in effect!

- Two ghouls and two alghouls then warp into view—slay them.
- Uh-oh! There's an incoming gargoyle to deal with soon afterwards.
- Warning! Then a werewolf is teleported into this chamber.
- Phew! The tower runs out of resources and only manages to teleport in a cow. This shouldn't be slain.

When the variety of foes are vanquished, move to the small laboratory area in the northeastern part of this cavern, and loot the box on the table to gather the key you need.

ITEM: Quest Item: Key to Library

OBJECTIVES:

- Enter the library.
- Find "Gottfried's Omni-opening Grimoire."
- Bring the mage "Gottfried's Omni-opening Grimoire."

Exit the cavern and swim into the half-submerged tunnel, investigating the other side tunnel at the junction this time. Travel east and dive into the murky water before quickly surfacing again and climbing the steps into the library.

Use your Witcher Senses to uncover a variety of books (and bodies) strewn across this library. Find the book you seek just left of a slumped corpse (as shown). If you inspect the corpses, it looks like they've been suffocated.

ITEM: Quest Item: Gottfried's Omin-opening Grimoire

The tower attempts some poisonous countermeasures as soon as you take the book, so leave the way you came, diving into the water and swim southwest, heading back to the barrier chamber.

DISTURBING INDICATIONS OF FREEDOM

OBJECTIVES:

- Break the tower's defenses with the mage's help.
- Talk to the mage.

You hand the book over to Sigo, who frees himself from the magic barrier. The tower isn't happy about this, and Sigo warns you that the hardest part is yet to come. You have the option to meditate and prepare. Then agree to head to the central chamber and power down the security measures. Follow Sigo as he rushes out, deactivates the barrier to the northwest, rushes to a central pulpit, and opens a tome to begin incantations. You're on guard duty. The tower spits out an immense earth elemental that must be cut into pebbles.

END: ABURRAGHI V'ARATHERN...

OBJECTIVE:

- Talk to the villagers.

The mage speaks to you and, after you request he move the tower away from An Skellig, he duly obliges, and the entire tower departs leaving you standing in midair. A moment later, you're falling into the water. After this enforced exit, swim back to the fisherman, and inform the villagers that the tower (and the inclement weather) are gone for good. They are thrilled with the news (though less so if you inform them their hunting party was killed within the tower's walls). After some fine rewards, the quest concludes.

ITEM: Magic Weapon and Items, Diagram, Crowns

QUESTING DECISIONS Unless otherwise stated, the Faroe isle quests are accessible during your exploration of Skellige in Act I.

DANGER ALERT SPOILER ALERT

FLESH FOR SALE

Location: Trottheim
Characters: Dagr, Slave Driver, Slaves
Enemies: Dagr, Pirates
Recommended Items: 500 Crowns, Axii Delusion Level 4

SLAVE-DRIVING A HARD BARGAIN

OBJECTIVE:

- Follow the pirate to his boss.

QUESTING DECISIONS

This quest is accessible as normal, unless Secondary Quest: Following the Thread (page 223) is active, and you are searching for the location of Hammond.

Slave Driver

You may have been warned about the cutthroats who call the remote isle of Faroe home, but a visit to the village of Trottheim only reinforces the lack of decency the dagr on this rock have for human life. Speak to the two dagr guards (approach from either path into the village), who mistake you for a Nilfgaardian sent here from a man named "Ville" to collect some "goods" from the pirate chief. Play along to start the quest.

As you follow the dagr through the village, you may wish to optionally look around at your own pace, discovering how many dagr there are in your general vicinity (around 16, though a couple are inside the building you're heading to). When you reach the Slave Driver's Hut, the dagr leader is waiting to complete the deal. The chief isn't sure you're the agent of Ville's, but you can play along again, or tell him the truth (which results in violence). Finally, you can choose how to end this conversation:

- Tell him you're not a slave trader. This results in a long bout of carnage where dagr and pirate blood is spilled.
- (500 Crowns) Pay the coin he wants, and free the islanders without bloodshed.
- (Axii Delusion Level 4) Flummox the slave driver by telling him you already paid, and free the islanders without bloodshed.

QUEST CONCLUSION #1: DEATH TO THE DEGENERATE DAGR!

OBJECTIVES:

- Defeat the pirates.
- Find a key to the slaves' cell.

If you wish to rid Faroe of these thugs, begin with combat against the slave driver and his minions. Methodically work your way through the village, culling the remaining pirates. Stay in one location, chopping through small clusters of foes instead of dashing around and possibly becoming overrun. When the last of the pirates falls (and there are around 16 to slay), head over to the leader's corpse (which should be "glistening"), and remove two key from the body. These allow you to free the slaves, and ransack the hut for valuables (listed below).

ITEMS: **Quest Items: Key to Pirate Leader's House, Key to Slave Cells**

QUEST CONCLUSION #2: INDEBTED, NOT INDENTURED

OBJECTIVES:

- Free the slaves.
- Lead the slaves away from the pirate village.

Once the crowns have been paid, the leader's mind has been addled, or the pirates have been slain, you are able to reach the slave cells at the opposite end of the village, and unlock the door using the key the leader was holding. A number of grateful islanders stumble out. If you haven't slain the pirates, you need to lead the group to safety. Simply walk out of the village, up the hill, and say your goodbyes.

Aside from the Experience Points, if you've slain the pirates the slaves, mention a chest inside the leader's hut that contains some treasure. Unlock the hut, and open the chest by the bed for the following items:

ITEMS: **Diagrams, Runstone, Book: Care for Your Sword, Soldier!**

DANGER ALERT SPOILER ALERT

The Four Faces of Hemdall*

Locations: Shrine to Hemdall (Faroe)
Characters: Pilgrim
Enemies: Pirates

A WANDERER WITH A PURPOSE

OBJECTIVE:
- Nearest Signpost: Northwest of Trottheim.

Although you may have more to worry about that a motley band of thugs stopping the pilgrimage of a druid, you should still assist the wise man, in the hilly region between the two villages. Beware of endriaga in the immediate area, before closing in on the discussion between three pirates and the pilgrim. You can ignore the pilgrim's plight, or force the pirates to let him through to the shrine they are guarding. They aren't about to, forcing you to slay all three of them.

Pilgrim

Afterward, you can speak to the pilgrim about his journey to the Four Faces of Hemdall, and the forthcoming prophecies. Then he bids you farewell and sits at the shrine. Afterwards, you may run into him again, at one of the other three shrines on Faroe. Can you find them all? One of them can't be accessed by the druid until you've removed Hammond from it, during Secondary Quest: Following the Thread (page 223).

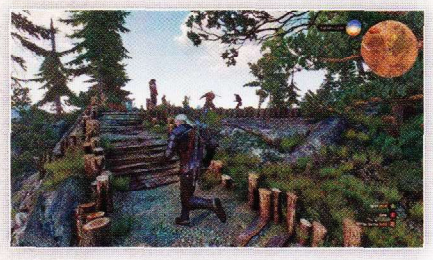
DANGER ALERT SPOILER ALERT

Iron Maiden

Location: Ringvold
Characters: Jutta an Dimun, Gundar
Enemies: None

RUN TO THE HILLS

OBJECTIVE:
- Nearest Signpost: Hills east of Ringvold.



Jutta an Dimun

While in the Faroe village of Ringvold, find the path heading east out of the settlement, and follow it up the nearby hills to the top of the peak, where the Skellige warriors spar. Step into the ring, and speak with Jutta an Dimun, a formidable swordswoman. No man has bested her in combat. Ask to fight, and she ponders this:

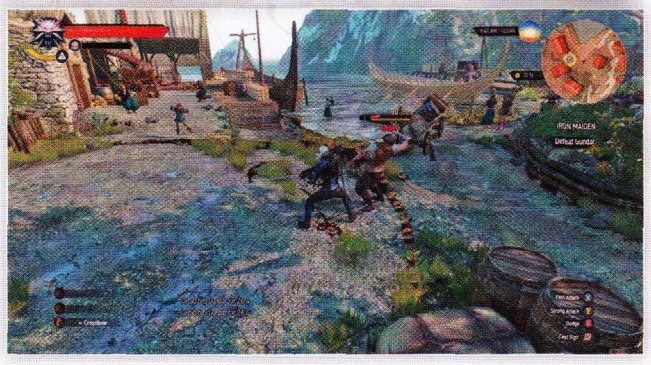
- She challenges you straight away if you slew the leader of the slavers, after completing Secondary Quest: Flesh for Sale (page 267).
- She challenges you immediately if you bettered Einar of Faroe during Secondary Quest: Fists of Fury: Skellige (page 317).

Otherwise, your deeds aren't known to her, and you'll need to prove your mettle first. She tells you one of two tasks you must complete:

- She'll face you if you defeat Gundar, back in town.
- Or, she'll face you if you dive into the ocean, and bring back an old sword from a sunken ship.

BE QUICK OR BE DEAD

OBJECTIVES:
- Defeat Gundar.
- Tell Jutta you have performed the feat.



Jog back into town, and find a moping Gundar sitting in his combat circle close to the harbor, by Jutta's home. Request a bout of fisticuffs with the fellow. After a little convincing, Gundar agrees to a bout. Put up your fists, and pummel him without stepping out of the ring of stumps. Then trek back to the top of the hill, and inform Jutta of your feat. She seems impressed, and allows you to face her. Choose an immediate bout, or (optimally) prepare for the fight first.

Gundar

OBJECTIVES:
- Bring Jutta the sword.
- Tell Jutta you have performed the feat.

Watch for drowners and sirens as you swim out to the sunken remains of an old ship. Dive down, use your Witcher Senses to find the rusting chest with the sword in it, and return it to Jutta.

OBJECTIVE:

- Defeat Jutta.

When you feel the time is right to challenge Jutta, speak with her again and start combat. Force her with flurries of quick attacks, peppering her with strikes so she's forced to the edge of the ring. Then retreat before repeating this plan. After a lengthy sparring session, you should prevail. If not, your quest fails.

BRING YOUR DAUGHTER TO THE SLAUGHTER

Do you require some expert tips on tackling the very best swordsfolk of Skellige? Then consult the Training chapter on combat and read the section regarding human adversaries and swordplay. Otherwise, do not use Signs, your crossbow, bombs, or leave the arena as this counts as cheating.

END: WHEN TWO WORLDS COLLIDE

OBJECTIVE:

- Meet Jutta at her home.

Jutta admits defeat, and is impressed by your litheness. She wonders whether you might meet her in her Harviken home (after dusk), to reveal more about yourself. Agree, and head there (it is adjacent to where you fought Gundar). Speak with Jutta, who is after a different type of swordplay. Feel free to agree to help her out regarding "Freya's cruel trick", or resist her advances if rubbing against Skellige women isn't your idea of an evening's entertainment. The quest then concludes.

Carnal Knowledge: Jutta an Dimun

DANGER ALERT

SPOILER ALERT

THE PRICE OF HONOR

Location: Ringvold, northeast coast of Faroe
Characters: Timmon, Adga, Mikkel, Ulf
Enemies: Drowned Dead, Sirens
Recommended Items: Keira's Magic Lamp

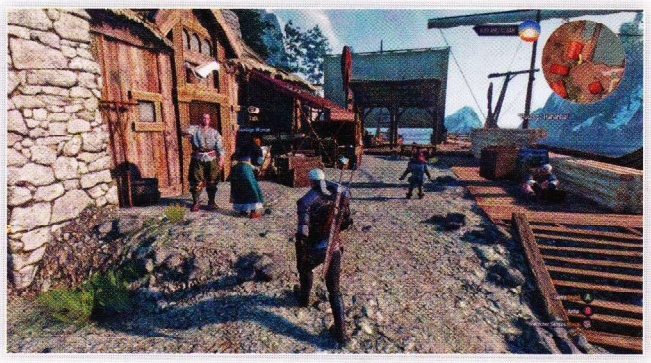
QUESTING DECISIONS

This quest is accessible at any time, but can only be completed after you obtain the Magic Lamp from Keira, during Secondary Quest: Magic Lamp (page 82).

BLUE AND BLOATED

OBJECTIVES:

- Examine the coasts of Faroe on the side facing Hindarsfjall.
- Nearest Signpost: East of Trottheim.



Timmon

You are beckoned by a young burly man named Timmon, who is worried about his betrothed and brothers. Mikkel and Ulf sailed to Hindarsfjall a few days ago to fetch Agda for a wedding, but they haven't returned, and he fares they may have run aground along the coast of Faroe. Agree to search for the missing wedding party.

OBJECTIVES:

- Use your Witcher Senses to search the shore.
- Examine the beach near the dead girl using the magic lamp.

Venture by foot or by boat to the northeastern shores of Faroe, east of Trottheim to the rocky and wooded shoreline. Expect drowned dead and sirens to be found in this area.

Slay at least four of each. After clearing the objective area of foes, use your Witcher Senses to more easily discover the bloated remains of a dead girl. Alas, this must be Adga. But there are others here—spirits that you must listen to.

Produce the magic lamp, and two ghosts appear, forlorn and hovering above the body. These are Mikkel and Ulf, who despite their best efforts, failed to save Adga from the storm. They cannot face returning to their brethren, so they decide to end it all.

OBJECTIVES:

- Follow the footsteps.
- Investigate the crime scene.
- Tell the young man what happened to his betrothed and his brothers.

Use your Witcher Senses to uncover two sets of footprints, and follow them *southeast, across the beach and up the hill to a beautiful clifftop promontory* where two bodies lie slumped against a tree. One carries the following items, and both seem to have taken their own lives.

ITEMS: Quest Items: Chest Key, Letter from Agda's father to Timmon

The chest key opens a chest inside the bride's sunken vessel, close to where you found Agda's body. Now return to Timmon, and inform him of the sad news (keeping or giving him any crowns you found in the chest, if you opened it). His grief is immense. The quest then concludes. Open the chest afterwards too, if you haven't already.

ITEM: Crowns

SECONDARY QUESTS: KAER MORHEN (6)

QUESTING DECISIONS **Unless otherwise stated, the Kaer Morhen quests are accessible at any time prior to Act II: The Battle of Kaer Morhen, or afterwards. An optimal time to complete these quests is during Main Quest: Ugly Baby (page 160).**

DANGER ALERT **SPOILER ALERT**

BASTION

Location: Keep
Enemies: Wraiths

OLD BONES OF A YOUNG CHILD

OBJECTIVES:

- Find a tool that might help you investigate the old bastion.
- Use Keira's lamp to investigate the old bastion.
- Use Keira's lamp to find out what happened to the boy.

QUESTING DECISIONS

This quest is accessible at any time, but can only be completed after you obtain the magic lamp from Keira, during Secondary Quest: Magic Lamp (page 82).

Travel west from Kaer Morhen, to the old keep where a group of four wraiths must be faced. Something has bound them to this place, but you can't see what it is. That is, until you utilize Keira Metz's magic lamp, and use it where you see a faint glittering of light. The lamp reveals the trials of a young boy, given no mercy by his witcher master. There are three such ghostly reminders of the past on the lower and upper levels of the Keep. Location and climb the wooden steps and ladder at the southeast bastion tower, and head north across the battlements. Atop a short ladder and ruined north tower are the bones of a small child. Use the lamp for a fourth ghostly revelation.

ITEM: Quest Item: Boy's Remains

OBJECTIVE:

- Pick up and bury the boy's remains.

Gather the boy's remains and climb back down from the battlements. Three additional wraiths appear to thwart your progress to a small antechamber where you must place the remains on the ground, burn them, and watch the fifth and final conclusion to the boy's short and brutal life (using Keira's lamp). Afterward, the spirits are now at peace within the bastion, and the quest concludes.

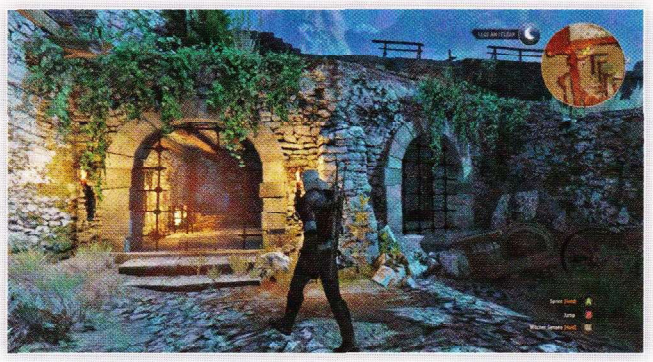
Berengar's Blade

Locations: Kaer Morhen, Chort's Cave
Characters: Berengar, Vesemir
Enemies: Bear, Drowners, Worker Endriaga, Chort

THE TALE OF TOR'HAERNE

OBJECTIVES:

- Read Berengar's notes.
- Talk to Vesemir.



An inspection of the ruined exterior battlements of Kaer Morhen leads to an interesting discovery. Pass through the open iron-barred arch (as shown) to reach an abandoned sleeping quarters with an old chest to pry open. There's nothing but some old papers written by a man named Berengar. Read the notes, which make reference to a consultation with Vesemir. Head into the main fortress interior, across the grand hall, and speak with him. He tells you of Berengar's unsuccessful attempts at forging the blade, and how it all went to hell. He set off to hunt a chort with all his equipment, and wasn't seen again. Vesemir is pleased you're attempting to finish what Berengar started.

ITEM: **Quest Item: Berengar's Notes**

END: MAKING CHORT WORK OF THE ENEMY

OBJECTIVES:

- Head down the river to the chort's cave.
- Kill the chort.

Depart Kaer Morhen, but don't try a direct path to the cave, as you're likely to fall down the mountain and break many appendages. Instead, head south along the path to the river, before following it eastwards downstream. Continue northwards as the river bends, slaying any bears and at least four drowners that you may encounter. The cave entrance is close to the tiny island, on the east side of the river bank (as shown).

Clamber up into the cave tunnel by the stalagmites, and travel roughly southwards until the tunnel opens into a large cavern. Down below is a strong bull chort. No wonder Berengar got into trouble. Prepare for a ferocious fight, before bounding down and slaying six worker endriaga, and then face this immense fiend.

OBJECTIVE:

- Look for a silver sword in the cave.

With the devilish beast defeated (Quen is useful to defend yourself with), begin a methodical search of the chamber for Berengar's belongings. Check the small alcove in the southeastern part of the cave for a piece of parchment showing a diagram. Though the silver sword "Tor'haerne" isn't in this place, methodology to make it is. Gather the diagram, as the quest concludes.

ITEM: **Diagram**

Greenhouse Effect

Locations: Old Mine, Ancient Greenhouse
Enemies: Chort
Recommended Item: The Eye of Nehaleni

STRANGE MONOLITHS AND RUSTY SICKLES

OBJECTIVE:

- Nearest Signpost: Southeast of the Old Mine.

QUESTING DECISIONS

This quest is accessible at any time, but can only be completed after you obtain the Eye of Nehaleni from Keira, during Main Quest: Wandering in the Dark (page 80).

After some significant hiking (south from the Iron Mine, along the eastern side of the river, and up the winding forest trail around to the north), you reach a strange lair of standing stones between two mountainous crags. It is unnaturally cold here, and your medallion vibrates with the magic coursing through the vicinity. Examine the three stones of power—they are saturated with magic and erected in a triangle. Step inside the cave alcove, finding evidence of herb horticulture (wolfsbane). Also look for a rock, using the Eye of Nehaleni (simply interact with it) to reveal it as an illusion. Take the book it was hiding; which tells you how to activate the three standing stones to change the weather.

ITEM: **Quest Item: Letter from the Resident Mage**

END: TURNING UP THE HEAT

This was a greenhouse. The area was heated with magic to grow ingredients for alchemy. You can reactivate the stones if you know the magic to cast.

- Cast Aard into each of the three stones. That didn't work, but one of the stones is still illuminated with Aard magic.
- Cast Igni at the two front stones, and the weather changes slightly! A moment later, a powerful chort lumbers out of a portal, and must be defeated. This large foe's weaknesses can be read about oin the Bestiary.

Afterwards, the weather stabilizes, and this area of Kaer Morhen becomes clement enough to grow a variety of exotic and rare herbs.

ITEM: Herbs and Ingredients

DANGER ALERT SPOILER ALERT

MONSTER SLAYER

Locations: Lakeside Hut, Troll Cave
Characters: None
Enemies: Drowners, Rock Troll

POST MORTEM

OBJECTIVE:

- Find out what's killing drowners near the lake.

The tumbledown Lakeside Hut (signpost) north of Kaer Morhen is the scene of a strange discovery. The corpse of a drowner, mutilated by hands that weren't human. You are tasked with finding the massive hands that crushed and tore at this body, but your objective area is somewhat gigantic. Shorten the search area by heading northeast, following the lake bank and watching for drowners. Look for the triangle-shaped island (on your world map), and the gully to the east, which ends at a small cave where one of the oldest trolls you've ever seen is shambling about.

END: DISSIDENT AGGRESSOR

OBJECTIVES:

- Kill the troll.
- Search the troll's lair.
- Read the letter.

Defeat this worthy adversary and begin to search the cave, using your Witcher Senses. Aside from more drowner corpses, you uncover the following valuables (including an old letter that you must read), and shine a light on past battles… as the quest concludes.

ITEMS: Maniscript Page, Runestone, Quest Item: Old Letter

DANGER ALERT SPOILER ALERT

TRAIL OF ECHOES*

Locations: Kaer Morhen, Trail of Echoes
Characters: None
Enemies: Nekker Warriors, Endiraga, Devourer

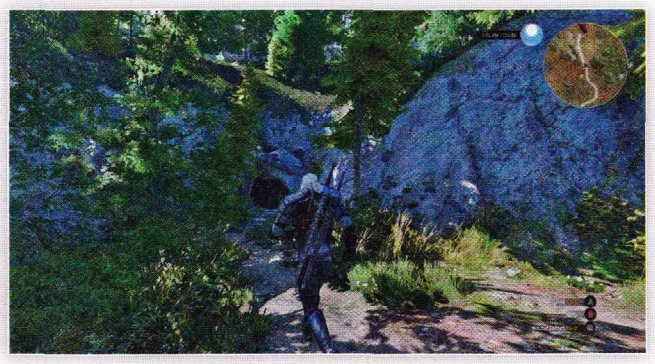
SAD MEMORIES

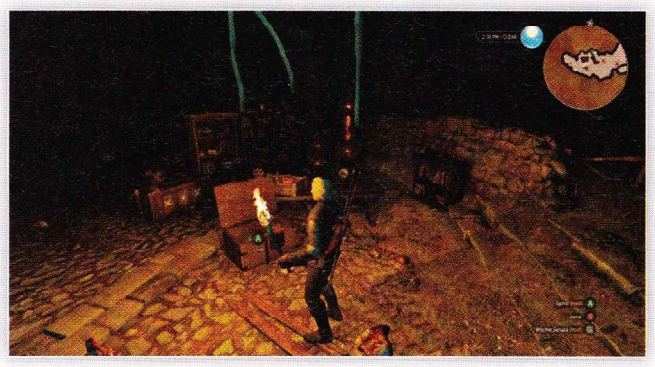
OBJECTIVE:

- Nearest Signpost: North of the Keep.

Explore the wooded path leading northwest from Kaer Morhen, almost due north of the keep signpost. You uncover a cave where a wolf head greets you. You remember this place. It was where the Trials of the Grasses was held, before the fortress was built.

Head into the winding tunnel, slaying a total of four nekker warriors and a rotfiend as you reach the chamber where mutations where carried out.





After combat, use your Witcher Senses to uncover more secrets from the laboratory at the end of this tunnel. These include a registry tome to read, various items to gather, and rusting experiment tables to wince at with the memory of those that suffered here. Gather what you wish, as this quest concludes.

ITEM: **Quest Item: Trial of the Grasses Registry Tome**

DANGER ALERT — SPOILER ALERT

THE WITCHERS' FORGE

Locations: Kaer Morhen, Old Mine
Characters: Radmir of Tor Carnedd
Enemies: Earth Elemental, Ifrit
Recommended Item: Eye of Nehaleni

MARGINALIA AND THE OLD MINES

OBJECTIVES:

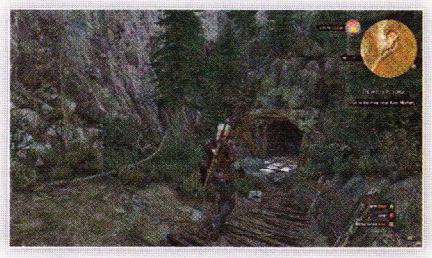
- Read a copy of the tome.
- Go to the mine near Kaer Morhen.

QUESTING DECISIONS

This quest is accessible at any time, but can only be completed after you obtain the Eye of Nehaleni from Keira, during Main Quest: Wandering in the Dark (page 80).

From the Grand Hall of Kaer Morhen, head to the southeast tower and spiral staircase, with the massive stone pillar in the center, and more steps leading down. Ignore all the stairs and instead inspect an old chest in the middle of the three archway alcoves. It contains an interesting book which you should immediately read in your Inventory menu. There is an odd margin note regarding the breaking of an illusion, and the key being this book. Apparently, all shall be revealed in the mines nearby.

ITEM: **Quest Item: Monstrum, or a Portrayal of Witchers: Volume 2**



Pass the dilapidated lake structures and the signpost for the Old Mines, following the track into the gully heading southwest. Sunken into the ground ahead of you is the old iron mine entrance itself.

OBJECTIVES:

- Search the mine.
- Kill the earth elemental.

Follow the tunnel into the first cavern, where your inspection of a rough-hewn pedestal is interrupted by a lumbering earth elemental. Face this burdensome sentry, and once it succumbs to your blade, move back to the pedestal and examine it to place the book you found on this plinth. Candles flicker to life, and a section of cave wall rumbles open. Continue west.

END: STAND DOWN! THIS PLACE BELONGS TO RADMIR!

OBJECTIVES:

- Search the mysterious chamber.
- Remove the illusion.
- Kill the Ifrit.

You explore a forge that is humming with magic. Go to the raised area with the fireplace, blacksmith bellows, and anvil. It seems the Eye of Nehaleni is picking up an illusion in this area. Interact with the bellows, and the fire speaks to you, warning you this place belongs to Radmir of Tor Carnedd. Reply how you wish, but mention to the soul of the fire that you wish to look around. This doesn't sit well with the Ifrit, and it stands up, blasting you across the chamber. Face the Ifrit in monstrous combat.

SNUFFING THE LIFE FORCE FROM THE IFRIT

Add to the chances of surviving combat with the ifrit by checking the Bestiary. Cast Aard when it is ablaze and use heavy attacks while avoiding its strikes.

Snuff the ifrit out, then approach the unlit hearth. The Eye of Nehaleni slowly reveals a secret compartment behind an illusion of a wall. Behind this are three chests containing some immense valuables! Gather them as this quest concludes.

ITEMS: **Mastercrafted Armor, Master Weapons**

WITCHER CONTRACTS

OVERVIEW

While the attempts to find your adopted daughter will always take precedence, you are a witcher with a history of tracking and slaughtering the hardiest monsters throughout the Northern Realms. There is no reason why you can't undertake some side missions that benefit the villagers of the realm, as well as your coffers.

Witcher contracts involve either stumbling upon evidence of a monster's activity (its lair, prints, or evidence of bloodshed and combat), or by reading notices requesting your help and bartering a good price for your services.

Beware that the monsters you hunt during these contracts are tougher versions of the same enemies you may meet during your travels. However, they are susceptible to the same oils, potions, bombs, and Signs as their lesser brethren. Some of these creatures are truly dangerous, so you may consider checking the level in the quest menu to ensure you're up to the task! As always, a comprehensive study of this guide's Bestiary is most helpful when preparing for these quests.

AVAILABLE QUESTS

There are a total of 26 witcher contracts to attempt—there is even one in White Orchard. There are 11 in Velen, but one of them is only accessible when you're already attempting Secondary Quest: Master Armorers, and is detailed in that previous section. There are eight in Novigrad (and the northern territories). There are six in Skellige. They are presented as follows:

WITCHER CONTRACTS

CONTRACT: WHITE ORCHARD

Territory Location	Quest Name	Page
	Contract: Devil by the Well	274

CONTRACT: VELEN (NO MAN'S LAND)

Territory Location	Quest Name	Page
	Contract: Components for an Armorer	209
	Contract: Jenny O' the Woods	276
	Contract: The Merry Widow	277
	Contract: Missing Brother	278
	Contract: Mysterious Tracks	280
	Contract: The Mystery of the Byways Murders	281
	Contract: Patrol Gone Missing	283
	Contract: Phantom of the Trade Route	284
	Contract: Shrieker	285
	Contract: Swamp Thing	286
	Contract: Woodland Beast	288

CONTRACT: NOVIGRAD

Territory Location	Quest Name	Page
	Contract: The Apiarian Phantom	289
	Contract: The Creature from the Oxenfurt Forest	290
	Contract: Deadly Delights	292
	Contract: Doors Slamming Shut	293
	Contract: An Elusive Thief	294
	Contract: Lord of the Wood	296
	Contract: The Oxenfurt Drunk	297
	Contract: The White Lady	299

CONTRACT: SKELLIGE

Territory Location	Quest Name	Page
	Contract: Dragon	300
	Contract: Here Comes the Groom	301
	Contract: Missing Son	303
	Contract: Muire D'yaeblen	304
	Contract: The Phantom of Eldberg	305
	Contract: Waylaid Transport	306

DANGER ALERT

SPOILER ALERT

CONTRACT: DEVIL BY THE WELL

Locations: White Orchard, Abandoned Village (Hovel)
Characters: Odolan, Tomira the Herbalist
Enemies: Noonwraith

NOONWRAITH

A DEVIL WITH A JEALOUS FURY

OBJECTIVES:

- Ask Odolan about the contract.
- Nearest Signpost: Woesong Bridge.

QUESTING DECISIONS

This quest is available during Main Quest: Lilac and Gooseberries. You can locate the Notice Board in White Orchard to read the contract, talk to Odolan, or stumble upon the noonwraith in Hovel to start the quest.

Odolan

Reading a notice on the board in White Orchard points you in the direction of Odolan, who wishes someone to drive away a monster from a well in the nearby Abandoned Village. Odolan's cottage is on the western outskirts of White Orchard. Head inside, barter a price for your services, and listen to his tale of woe.

OBJECTIVES:

- Find the spirit that haunts the well.
- Find evidence of the spirit's presence using your Witcher Senses.
- Read the entry about noonwraiths in the Bestiary.
- Nearest Signpost: Abandoned Village (Hovel).

Journey south along the woodland path and through the threshold of the Abandoned Village to the infamous well. After your quest updates, finding out what is haunting the place is achieved in one of two ways:

Using your Witcher Senses to spot the following:

- Scorch marks on the grass around the well.
- A body dried to a crisp close to some bushes.
- Visiting the well between the hours of 12 and 6 (day time) and meeting the noonwraith personally.

Assuming the noonwraith hasn't shown yet, your quest updates, enabling you to read the Bestiary entry (under "Specters") regarding the habits of these foul creatures. This noonwraith is bound to the village for some reason—time to find out why!

OBJECTIVES:

- Find out what binds the noonwraith to the ruined village.
- Follow the drag marks.
- Read the diary from the ruined house.
- Examine the well.

Three smaller objective areas appear on your minimap. The most promising is to the east, leading to the following discoveries once you use your Witcher Senses once more:

- The remains of a man stabbed with a knife.
- A yellowed diary on a bed, which should be read as it references a bracelet—the key to this haunting.
- A set of drag marks. That of a woman who fought for her life to no avail.

ITEM: Quest Item: Yellowed Diary

Travel back to the well and inspect the traces of blood on the taut well rope. Peering over the edge of the well, you discover the corpse of the woman who wrote the diary. The skeleton is missing an arm. Perhaps the bracelet she loved weighed down the arm so it fell into the water below?

PREPARATION FOR NOONWRAITH COMBAT

OBJECTIVES:

- Go down the well and look for something that belonged to the dead woman.
- Find a way out of the cave, and leave the cave.

Climb over the side of the well and drop down into the water below. Dive down directly below the surface, and check the bottom until you discover the bracelet you read about in the diary.

ITEM: Quest Item: Ornate Bracelet

Swim to the surface and head past the small waterfall, clambering onto the muddy bank to the north. After reading the bracelet's inscription ("To Claer—From Volker"), go east, diving into a small underground tunnel that brings you out into a nearby woodland pond. Climb onto the banks, and return to the village once more.

CLUES YOU DON'T NEED TO USE

You don't have to follow these clues if you don't wish to. You can simply drop into the water, retrieve the bracelet, and spot the skeleton hanging in the well using your Witcher Senses, if you wish.

OBJECTIVES:

- Prepare to fight the noonwraith and light a fire near the well.
- Light a fire to destroy the noonwraith's bones and bracelet.

THE ILL-EQUIPPED GO TO AN EARLY GRAVE

Stop! Though you can face Claer the noonwraith immediately, prior knowledge is helpful: Consult the Besitary if needed. The noonwraith is vulnerable to:

Bomb: Dimeritium

Bomb: Moon Dust

Oil: Specter

Sign: Yrden

After some proper preparation for this confrontation, return to the well and stand over the skeletal remains of Claer. Access the corpse to automatically burn it and the bracelet, creating an eerie green light and summoning the she-beast in the process. Attack!

END: TO ODOLAN AND TOMIRA

OBJECTIVES:

- Defeat the noonwraith.
- Take a trophy from the noonwraith.
- Return to Odolan for a reward.

Slay the noonwraith, then inspect the corpse and gather the trophy, which you may tie to Roach and ride back to Odolan's cottage to inform him that the curse has been lifted. His reward depends on the bartering you attempted at the start of this quest, which now concludes.

ITEMS: Quest Item: Noonwraith Trophy, Item: Amethyst (if you refuse the coin), or Crowns

NOONWRAITH FIRST, ODOLAN SECOND

If you started this quest by encountering the noonwraith first, you receive an objective to head to White Orchard and read a Notice Board, which directs you to Odolan. Or, simply head to Odolan. You receive a reward, and there's no bartering allowed.

Afterwards, you may wish to visit Tomira the herbalist, at her nearby cottage. She knew Claer personally. Telling her about what happened at the well gives you more insight into who Claer was and what happened (and the following rewards). A tombstone and a wreath appear in Hovel. With the spirit banished, after some time, people start moving in to Hovel.

ITEMS: Crowns, 4x Saltpetre, 8x Berbercane Fruit, 8x Hellebore Petals, 6x Cortinarius

Contract: Jenny O' The Woods

Location: Midcopse
Characters: Bolko, Agneta, Zula
Enemies: Deserters, Jenny o' the Woods (Nightwraith)

Jenny O' The Woods

DON'T GO OUT IN THE FIELDS ALONE

OBJECTIVES:
- Talk to the ealdorman of Midcopse.
- Nearest Signpost: Midcopse.

QUESTING DECISIONS

Find the Notice Board in Midcopse to read the contract and begin the quest.
Or, chance upon the clues in the fields and progress to Midcopse afterwards.
The optimal path is the former.

Bolko

Agneta

Bolko, ealdorman of Midcopse, is desperate for someone to see off the devilry that has taken hold of his town's fields that's neither spirit nor phantom. He urges his brethren never to tend the fields alone, *or without carrying a scythe or rake. Head into* the village of Midcopse, and locate Bolko leaning against his hut. Barter a price for your services if you wish, and ask if anyone has seen this Jenny o' the Woods character. Old Willem did, but he died of a weak heart in the fields, this morning. Perhaps Agneta can provide further information? Agree to tackle this terror.

OBJECTIVE:
- (Optional) Interrogate the witnesses.

A peasant woman named Agneta is in the long grass at the edge of the village, and claims to have seen Jenny. Although it was dimpsy, she noticed a pale shape looming before her, like mist. As it coalesced, she ran back to the village, but the time (twilight) the wraith appeared is important. Bid Agneta farewell, and depart.

THE ROAD TO HELL IS PAVED WITH CURIOSITY, P---KLICKER

OBJECTIVE:
- Search the nearby fields.

Run roughly northwest out of Midcopse, and slow down as you reach the objective area in the pasture land being turned over by villagers. With your Witcher Senses, examine the ground under foot. Locate the following:

- The footprints of a woman running through here barefoot. Follow these in a winding arch to a large splattering of blood.
- Inspect the blood splatter by the copse of trees. The woman couldn't outrun the pursuer, so her throat was slit, and the knife left behind. Take the knife, since the dried blood on it may prove useful.

ITEM: Quest Item: Assassin's Knife

Head along the grassy path, following it roughly northwest, checking the ground for dragging marks where the body was pulled. This ends at a thicket, check the ground nearby, it is a shallow grave. Inspect the grave closely for a letter sticking out of it. Beware, you may have to slay a deserter roaming the area as you search.

ITEM: Quest Item: Letter Found in a Grave

OBJECTIVES:
- Read the dead girl's journal.
- Ask the ealdorman about the lovers.
- Find the lovers' meeting spot.

The note details fear the girl (Zula) had regarding a man named Bokhai, who wouldn't leave her (and her new beau) alone. You deduce a scorned lover killed the woman. Report your findings to the ealdorman back in Midcopse (head southeast). He explains they both disappeared about a week ago. You believe Zula to be the restless spirit, and Bolko tells you to travel to a clearing west of the village, where the young'uns used to frequent.

OBJECTIVES:
- Burn Zula's letter and the dried blood from the knife.
- Kill Jenny o' the Woods.

Equidistant between Micopse, the Refugees' Camp, and the Forest Hut, is the objective area where the clearing is located. Trek northwest first. There is a small campfire and straw bedding close to the woods. Optionally check the woods for a small deserters' camp, and slay any of them that might interrupt your ritual. Then prepare to summon a nightwraith!

Access the campfire if it is after nightfall. If not, meditate until after the sun sets (just before midnight is ideal). Something dark flits behind you, then approaches the light. A dark specter of pain and suffering. Unsheathe your silver sword, and set about defeating Jenny o' the Woods, being aware of all her cloned forms and combative cunning.

BETTER THAN A GHOST OF A CHANCE

Go to the Bestiary chapter for better battle tactics. The nightwraith has the following vulnerabilities:

Bomb: Dimeritium

Bomb: Moon Dust

Oil: Specter

Sign: Yrden

END: AFTER THE WRATH OF THE WRAITH

OBJECTIVES:

- Take a trophy from the nightwraith.
- Collect your reward.

The pile of ethereal essence has frightened her last villager! Stoop down and inspect the remains of "Jenny" (Zula), gathering an ingredient, as well as the skull and bones of the foe. Then mount Roach with the sack containing this evidence tied to your saddle, and canter back to Bolko. He hands over the agreed payment as your reward, and the quest concludes.

ITEMS: Ingredient: Dark Essence, Quest Item: Nightwraith Trophy, Crowns

DANGER ALERT SPOILER ALERT

CONTRACT: THE MERRY WIDOW

Location: Lindenvale, Lindenvale Cemetery, Mourntart's Hut
Characters: Gravedigger
Enemies: Wraiths, Rabid Dogs, Ghouls, Mourntart (Grave Hag)

MOURNTART

A MONSTER IN THE CEMETERY

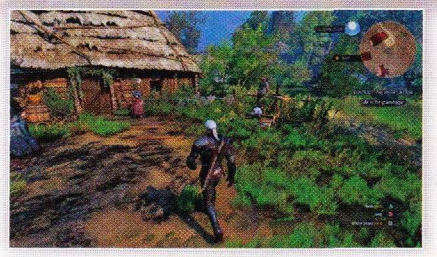
OBJECTIVES:

- Talk to the gravedigger.
- Nearest Signpost: Lindenvale.

QUESTING DECISIONS

Find the Notice Board in Lindenvale to read the contract and begin the quest. Or, chance upon the clues in Mourntart's Hut first. The optimal path is the former.

An anonymous post on the Lindenvale Notice Board mentions a "monster in the cemetery" that has taken to digging up graves, preying on those who enter, and has even kidnapped the miller's lad. Set off to reach the gravedigger's cottage on the northeast side of town. He's leaning on a fence near his chiseled gravestones.



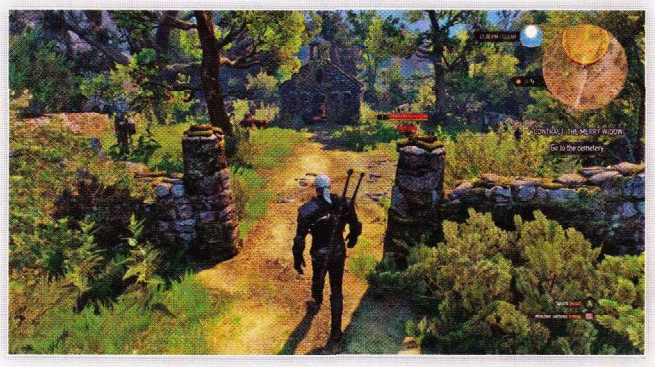
Gravedigger

Listen to his story of the kidnapped child. Barter a price for your services if you wish, agree to help, and set off for the cemetery.

TIME TO BAG A SAGGING HAG

OBJECTIVES:

- Go to the cemetery.
- Defeat all enemies in the cemetery.
- Follow the scent of cadaverine.



Make quick progress north up the path out of town. Then sprint right (south) at the junction in the path toward a small chapel overlooking the village. You may need to tackle a couple of wraiths, and a pack of rabid dogs that have taken up residence here (if you arrive during the night, these are ghouls rather than dogs). It seems ghouls dug up the graves inside the cemetery threshold, which attracted the dogs. When the encroaching enemy threats are removed, begin a thorough search, using your Witcher senses. Locate the following:

- Examine the graves—dug up without the use of tools. There are three to inspect.
- A freshly-dug grave on the right (west) side of the chapel, near the cemetery wall and among some undergrowth. The overripe cadaverine has a stench that must be followed.

Go down the hill to the rear of the chapel, across a ruined stone bridge, and wind your way along the pathway until you meet a bear. Slay the creature, continuing to follow the scent left (southwards) at the path junction. The smell leads to an old cottage (known as Mourntart's Hut). Enter, and inspect what appears to be a lair of reeds, twigs, matted skin and corpse flesh, discarded bones, and an eating pot. Check the following:

- The eating pot. The creature can use tools and is sapient.
- There is a cooking pot on a small fire, containing a child's femur.
- A small circle of human skulls. This foe is drawing strength from a Place of Power.

OBJECTIVES:

- Take the skulls.
- Put the skulls in the cemetery and wait for the grave hag to come.
- Kill the grave hag.

The skulls are the key to coaxing the creature (which you've determined is a grave hag) back to the cemetery. Gather them up and sprint back to the cemetery chapel. Place them inside the structure, at the altar lit by candles.

A fetid breeze announces the arrival of a grotesque grave hag named Mourntart. Step out, brandishing your silver sword, and make short work of this sagging bag of boils and bones, who has come back for the skulls she stole.

HOLDING YOUR OWN AGAINST THE CRONE

Consult the Bestiary for better battle tactics against this unpleasant, matted-haired biddy. The grave hag has the following vulnerabilities:

Potion: Black Blood

Oil: Necrophage

Sign: Yrden

Sign: Quen

END: AFTER THE HARRYING OF THE HARRIDAN

OBJECTIVES:

- Take a trophy.
- Collect your reward from the gravedigger.

Sift through the offal and gather various parts of the grave hag you slew, for your own alchemy, and as proof of the kill. Tie the sack to Roach, and ride back into Lindenvale, and explain to the gravedigger where the miller's son is (bits of him are boiling in the hag's pot), and claim your reward. The quest then concludes.

ITEMS: Grave Hag's Ear, Grave Hag's Tooth, Grave Hag Trophy, Crowns

DANGER ALERT SPOILER ALERT

CONTRACT: MISSING BROTHER

Locations: Inn at the Crossroads, Old Mine
Characters: Bruno, Mikel
Enemies: Young Arachas, Harrisi (Arachas)
Recommended Item: Axii Delusion Level 3

THE BEMOANING OF BROTHER BRUNO

OBJECTIVES:

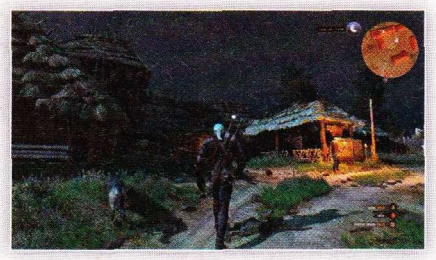
- Talk to Bruno.
- Nearest Signpost: Inn at the Crossroads.

QUESTING DECISIONS

Find the Notice Board at the Inn at the Crossroads to read the contract and begin the quest. Or, chance upon the clues in the cave and progress to the inn afterwards. The optimal path is the former.

A message of note is available to read that mentions a missing man called Mikel. His brother Bruno, a man with an ear to the Baron himself, seeks any information regarding the whereabouts of his lost sibling. Enter the Inn at the Crossroads, and find Bruno lost in thought in one corner. He jumps at the chance for help finding Mikel. It's been a week since his brother took the women of Bellows into the hills. Bellows was recently ransacked in the war, and Mikel took them into the old mines. Barter for a better rate for your services if you desire, then obtain some knowledge about Mikel (he's wearing some fancy calfskin ankle boots) and be on your way.

HARRISI



Bruno

HORRORS AT THE OLD MINE

OBJECTIVES:

- Find the missing brother in the mine near the Inn at the Crossroads.
- Explore the mine using your Witcher Senses.

Summon your trusty steed and gallop roughly northwards (and a little east), staying to the roads if you don't want some fights with roaming nekkers and other unpleasant monsters. Head down to the edge of the river, and locate an old wagon and small workman's hut at the mine entrance. At this point, use your Witcher Senses to spot the following:

- An extremely splattered array of human remains requiring great strength to pulverize in such a manner.
- Some monster tracks leading into the mine entrance, right of the hut.

Enter the mine, pausing to light the torch with Igni if you wish, then drop down into the waterlogged lower tunnel. Turn to face east, and wade to the dryer part of the tunnel where the monster tracks are visible again. They wind down a tight tunnel, passing a crate you can loot, to a junction chamber with scattered wood and large splatters of blood everywhere. The blood is fresh, but no bodies can be seen.

Continue onwards down the tunnel in a roughly northeasterly direction, following the tracks until they split into two separate routes. One continuing left along the tunnel, and one to the right, leading into a small pool of water. That water looks interesting…

Dive into the water, swimming through an underwater tunnel with some crates to loot along the way. Follow the tracks up to the surface, up into a grotto area. Advance into the middle of the chamber, using your Witcher Senses to spot a mass of blood, flesh, and digestive juices. This must be food for its young. You surmise this is a venomous Arachas!

THE MOTHER OF ALL BATTLES

OBJECTIVES:

- Use Witcher Signs to destroy all the eggs (12).
- Kill the arachas.

There is a trail of stench from the mass of blood and juices. Don't follow yet. There are four giant egg sacs to examine near some ingredient mushrooms. These eggs are going to hatch soon, so you're wise to destroy them. Use Igni or Aard to set the first four egg sacs alight, or to blow them apart with force.

Turn to face west. The grotto has two exits—to the left and right. Take the former and stride confidently into a fight with a young arachas. Then roast two more eggs clustered together, and another two set apart. That's eight destroyed egg sacs. The last eggs are in a separate cavern, accessed via another underwater tunnel, left of the first chamber. That's all 12 deflated!

Continue northwest and then west along a tunnel to a giant grotto chamber. The scattered remains of local villager women lie everywhere, some draped over the rocks along with some loot to take. Use your Witcher Senses. You automatically view the following: There's a calfskin boot—all that's left of Mikel. Young arachases appear as soon as Harrisi notices you, and the number depends on the eggs you have destroyed (the fewer eggs, the fewer young). Now face the mighty Harrisi!

HARASSED BY THE ARACHAS HARRISI?

Consult the Bestiary for better battle tactics. The arachas has the following vulnerabilities:

Potion: Golden Oriole

Oil: Insectoid

END: AFTER THE ARACHASAE ANNIHILATION

OBJECTIVES:

- Take a trophy from the arachas' body.
- Collect your reward.

With sagging thorax thoroughly deflated, scrabble around in Harrisi's giant corpse to gather some ingredients and a trophy to attach to Roach. Carefully retrace your steps out of the mine, and head back to the inn at the Crossroads, where Bruno is saddened by the news of his brother. Bruno refuses to pay the full sum, leaving you to Axii him (Delusion Level 3) to claim the full reward, or accept only half of it.

ITEMS: Arachas Venom, Arachas Eyes, Arachas Trophy, Crowns

Contract: Mysterious Tracks

Locations: Lindenvale, Fiend's Cave
Characters: Hunter, Merchant
Enemies: Arachas, Howler (Chort)

Howler

CONTRACT ON... GODS KNOW WHAT ON!

OBJECTIVES:

- Talk to the hunter.
- Nearest Signpost: Lindenvale.

QUESTING DECISIONS

Find the Notice Board in Lindenvale to read the contract and begin the quest. Or, chance upon the clues (the dead wolves and cave) first, and then ask the hunter. The optimal path is the former.

A contract from a huntsman describes a woodland walk where strange tracks were spotted. There's little else to go on, but a quick jog along the main road to a cottage on the southeastern side of Lindenvale, and a chat with the hunter in question, reveals a little more. The beast is "proper huge," slaughtered a dozen wolves, and it howls and bellows something fierce. Adjust your reward by bartering if you wish, agree to the hunt, and set off into the forest.

STINKS LIKE FIEND S--T

OBJECTIVES:

- Search the forest.
- Follow the tracks.
- Find out where the scent is coming from.
- All using your Witcher Senses.

Dash off in a southerly direction, passing a tumbledown cottage near a large oak tree (if you're taking the path), then veer off and take down an arachas that might be feeding on the corpses you're about to inspect. Then inspect the following:

- Wolf corpses—the monster wiped out a whole pack of them.
- The tracks are big, really big. Follow them. The tracks lead up a rocky embankment in a roughly southwesterly direction.
- Climb to the top of the embankment, and follow the tracks a few feet to a large oak tree, and examine it. The beast left a lot of fur when it rubbed against the tree, and the scent is still visible to you.
- Follow the scent trail in a roughly southerly direction around a large hilly mound, until the trail heads up and into a cave entrance that's too high to reach from your current position.
- Close to the cave opening is an impressively-sized stool of dried out fiend feces. The animal has been active for a while.

OBJECTIVES:

- Find a way into the cave.
- Explore the cave using your Witcher Senses.

The trail goes cold for a few moments as you need to manually find a secondary cave entrance. Climb to the hilly area directly above the cave opening with the stench, and search around for a hole in the grassy ground, close to a cluster of old oak trees (as shown). Simply drop into the hole.

You appear on a high ledge inside the Fiend's Cave. The high opening opposite is the other entrance you couldn't reach. Drop down onto the cave floor, and inspect the following:

- The corpse of the fiend you thought you were hunting, which died recently. Check the mouth of this creature, which has tufts of differently-colored fur.
- There's a trail with tracks too small for a fiend, though. Blood pools indicate a vicious fight, and paw prints reveal the fight lasted a while. You now guess you're hunting a chort which was competing for territory. But the beast isn't here. It needs to be coaxed to the cave with bait.

MORE FIENDISH THAN A FIEND

OBJECTIVES:

- Acquire fiend dung to use as bait.
- Prepare some bait based on the Alchemy Formula.
- Pour the bait around the hill (4).
- Wait in the cave for the chort to catch the scent.
- Kill the chort.

You automatically receive the chort lure potion formula. Now combine the following ingredients with your alchemy knowledge to concoct this potion:

ITEM: Formula: Chore Lure

CHORT LURE

Ingredient	Amount
Fiend Dung	(1)
Crow's Eye	(2)

BREWING YOUR CONCOCTION: THE LOCAL FLAVOR

Do you want to know more about where to find these ingredients, or the formula? Then consult the Alchemy appendix on page 484. Don't be too concerned with trekking far away for these ingredients—all are available to pick in the vicinity. Crow's Eye is a plant, and not the eyes from an actual crow!

Return to the hill above the Fiend's Cave. Look at your minimap for the four nearby locations (which surround the hill all the way down to the river), and spray some bait around (accessed by placing the potion into your Potions slot). Now return to the Fiend's Cave, dropping in from the top opening, just like before.

An immense and frightening creature with huge bulky forearms and a horned head that could pierce granite leaps down and lunges at you. Prepare to fight Howler, the hardiest of chorts!

MAKING CHORT KILLS LESS OF A CHORE

Consult the Bestiary for better battle tactics against this fiend-killing foe. The chort has the following vulnerabilities:

Bomb: Devil's Puffball

Oil: Relict

END: AFTER MAKING REMAINS OF HOWLER

OBJECTIVES:

- Take a trophy from the chort.
- Collect your reward for killing the chort.

Slice sections of chort away from the main corpse to add to your trophy collection, and clamber out of the cave, whistle for Roach, and ride triumphantly back to Lindenvale where the hunter is both worried at the fiend incursions, and happy the monster has been slain. Collect your reward as the quest concludes.

ITEMS: Chort Hide, Chort Trophy, Crowns

DANGER ALERT SPOILER ALERT

CONTRACT: THE MYSTERY OF THE BYWAYS MURDERS

Locations: Oreton, Lake Wyndamer, Byways
Characters: Commander Milan Noran, Bytomir
Enemies: Ghouls, Sarasti (Ekimmara)

BARTERING WITH THE BLACK ONES

OBJECTIVES:

- Talk to the commander of the Nilfgaardian patrol.
- Nearest Signpost: Oreton.

QUESTING DECISIONS

This quest is accessible during your exploration of Velen (No Man's Land). Chance upon the Notice Board in Oreton to read the contract and commence the quest.

Milan Noran, commander of the division stationed in Oreton, has a contract pinned to a Notice Board regarding "Missing Soldiers." It seems a patrol of his has disappeared, possibly falling prey to a monster. Bring the head of the thing responsible results in a reward. Head to the smithy at the end of the road, where a group of Nilfgaardian soldiers are resting up. Speak with Milan, bartering for your services if you wish. He explains the patrol was lost somewhere along the south shore of Lake Wyndamer. He also knows of peasants scratching a living in the village of Byways, who speak of a monster. Agree to start this investigation.

SARASTI (EKIMMARA)

Commander Milan Noran

WHERE THERE ARE GHOULS, THERE'S USUALLY CORPSES...

OBJECTIVES:

- Find out what happened in Byways.
- Deal with the ghouls prowling the village.
- Find the surviving villagers.

The journey to Byways involves a bit of trekking, made easier if you ride Roach westw, and then south around the lake to the western side. Or you may wish to simply swim across the lake (heading southwest). Byways was famous for its brick-making artisans. Now, as you approach, it is infamous for its rotting stench and prowling ghouls. Complete the following:

Bytomir

- Bring your best pointy metal object and thrust it repeatedly into the sagging gray flesh of five ghouls that are stinking up the village.
- Head northwest, towards the new objective area, yelling at the villagers that it is safe to come out. Two nervous men appear, one called Bytomir, telling you the Nilfgaardians plundered the settlement, and the ghouls appeared to run them off. This beggars belief (which you can mention to the peasants).

OBJECTIVES:

- Explore the village.
- Follow the scent of blood.

A more thorough inspection of Byways is called for. Complete the following:

- Use your Witcher Senses on the ground where you fought the ghouls. There are corpses of Nilfgaardian soldiers and their dogs. One shows marks of jaws strong enough to crush armor.
- Another was thrown to the ground with such force, he suffered internal hemorrhaging.
- You then smell the air. Thick with the scent of blood. Follow the stench trail roughly to the structure at the northern edge of Byways. The place is locked.

Bytomir approaches, with more evasive answers. After some light verbal pressuring, he reveals there are elven ruins under the village. Tunnels they scavenge with trinkets to sell. After disturbing a monster, the peasants buried the entrance, but the Nilfgaardians opened it again. You demand the key to the hut, and are given it.

ITEM: Quest Item: Key to the Byways Tunnels

THE BYWAYS BLOODSUCKER

OBJECTIVES:

- Explore the tunnels under Byways.
- Kill the ekimmara.

Lift the planks on the hut's floor to reveal a ladder. Also try to spot a piece of fur in this hut, allowing quicker identification. Descend into a tight mining tunnel. At the first lit torch lies a slumped guard. Use your Witcher Senses. His armor was pierced, and arteries torn open. You realize the monster was an ekimmara, disturbed from hibernation. Venture further into the tunnel, dropping off a ledge, down past a wooden ladder platform.

Enter an ancient elvish arched tunnel. The bloodied remains of the Nilfgaardian patrol are scattered about this chamber, as well as older corpses, strung up on wooden scaffolds. Now comes the fiendish beast itself—a centuries-old elder ekimmara known as Sarasti. Draw your silver sword and better it in combat.

HIGH STAKES COMBAT

Consult the Bestiary or better battle tactics against this monstrous vampire. The ekimmara has the following vulnerabilities:

Bomb: Devil's Puffball

Oil: Vampire

Sign: Igni

LOW STAKES COMBAT

You can also investigate this village, not venture into the lair of Sarasti, and return to the Nilfgaardian camp to report what you saw. You still receive a reward for your troubles.

END: EXTRA EQUITY FOR AN EKIMMARA EXECUTION

OBJECTIVES:

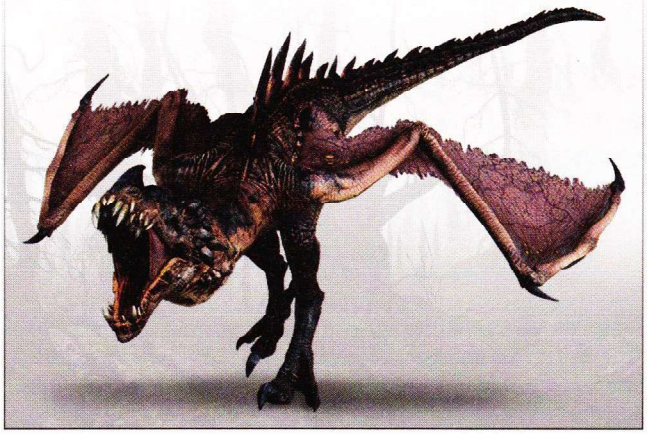
- Collect an akimmara trophy.
- Talk to Bytomir.
- Report back to the Nilfgaardian patrol commander.

After gathering your saliva and the head of Sarasti, retrace your steps back up to Byways village, and speak with Bytomir. You inform him that you've solved his ancient vampire problem, and force him to pay up for your troubles. Then trek back to Oreton, and tell Milan Noran the same story. More crowns are added to your collection, as the quest concludes.

ITEMS: Vampire Saliva, Ekimmara Trophy, Crowns

Contract: Patrol Gone Missing

Locations: Nilfgaardian Central Army Camp, Abandoned Nilfgaardian Camp, Ghoul's Nest Cave
Characters: Quartermaster Eggebracht
Enemies: Nekkers, Bandits, Bear, Wyvern, Alghoul, Ghouls



Wyvern

EGGEBRACHT'S ORDERS

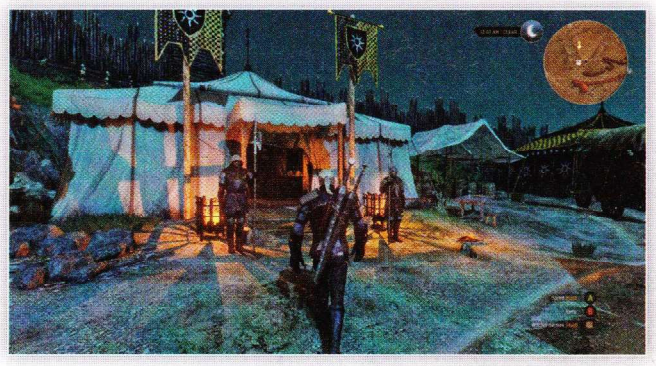
OBJECTIVE:
- Go to the abandoned camp.

QUESTING DECISIONS

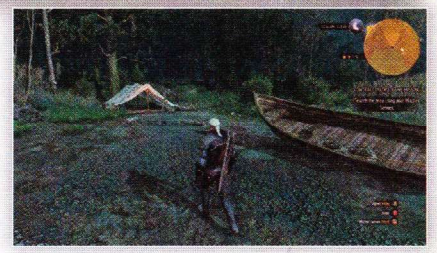
This quest is accessible during your exploration of Velen (No Man's Land) and Novigrad. Visit the Nilfgaardian Central Army Camp in the very southeast of the World Map. Then inspect the Notice Board adjacent to the quartermaster's tent.

Quartermaster Eggebracht

There's an interesting missive pinned to the Notice Board close to the quartermaster's tent in these parts. It mentions the loss of a patrol, and a reward for finding them. Enter the tent adorned with the sun motif of the Emhyr, and speak to quartermaster Eggebracht. You can shoot the breeze with him, but continue this quest by asking him for work. He requests you find the abandoned camp, across the lake, to the northwest of here.



The going underfoot soon turns soggy. Watch for nekkers as you start to wade into a swamp, before crossing the lake to the woodland area northwest of these parts.



OBJECTIVE:
- Search the area using your Witcher Senses.

The Abandoned Nilfgaardian Camp is on the northwest part of the lake, and offers a wealth of clues to a witcher with a twitching set of senses:

- A campfire showing the soldiers left here in a hurry.

There are footprints leading up into the woods—some booted and others barefoot. Follow them into the woods. Were they leading a group of barefoot peasants, or did the peasants do the leading?

Keep following the prints until a smell overtakes your senses. Follow the stench clouds, spotting draconid musk on the ground. There are three or four of these piles to inspect, which take you in an elongated loop through the trees. Prepare for intermittent fighting with nekkers and bandits along the way. Though you only need to find the scent clue to the poisoned corpse, all the clues are presented here.

Return and continue to follow the sets of footprints, up toward a confrontation with a bear. The nearby remains of a corpse seems to have been poisoned. Now continue along the path to the southeast, following the prints up and into a hillside devoid of trees.

OBJECTIVES:
- Kill the Wyvern.
- Take a trophy.

A frightening screech, and a flapping airborne menace swoops in to slaughter you with its talons. Retaliate by knocking the foe down to the ground, and finishing this winged menace as adeptly as you can. Once killed, inspect the corpse and slice the head off, gathering its hide and other items, but don't leave without your trophy.

TACKLING THIS TERRIBLE LIZARD

Consult the Bestiary for better battle tactics against this screeching, scaly beast. The wyvern (unnamed) has the following vulnerabilities:

Potion: Golden Oriole

Bomb: Grapeshot

Oil: Draconid

Sign: Aard

END: SNIFFING AROUND NILFGAARDIAN BUSINESS

OBJECTIVE:

- Return to the Nilfgaardian camp.

At this point, you may retrace your steps and inform the quartermaster of your findings. However, it is well worth continuing up the path you were on when you faced the wyvern, tracking another poisoned soldier (this one was gnawed on), and more footprints that lead down into a ravine, and a ghoul's nest within a cavern tunnel. The remains of a villager lie at the end. Report this to the quartermaster, and he's annoyed that you're poking your nose into Nilfgaardian business. Either way, your reward is received (though you can refuse it if you don't like crowns).

ITEMS: Wyvern Egg, Wyvern Mutagen, Wyvern Trophy, Crowns

DANGER ALERT — SPOILER ALERT

CONTRACT: PHANTOM OF THE TRADE ROUTE

Locations: Benkelham, Royal Wyvern's Cave and Eyrie
Characters: Refugee
Enemies: Nekkers, Wyverns, Royal Wyvern

ROYAL WYVERN

Benkelham is a collection of sagging huts and a giant windmill, on a hillside along the eastern side of Velen, and speak to a refugee sitting by a ruined cottage. He hopes you can find out more about a missing merchant caravan. They hired some of the villagers to guide them to a bridge, and the boys haven't returned. Barter a price for your services if you wish, then remember the name Thomil—the man's brother who lead the men.

Take the main road north from Benkelham, following its winding path downhill until you discover an upturned cart. Use your Witcher Senses as you take in the scene of this crime. Locate the following:

- Evidence that somebody was bound, but quickly freed using a dull blade.
- Somebody left footprints from a barrel of spilled wine.
- There are claw marks on a nearby rock.
- Someone was running quickly, panicked, and their footprints end suddenly.

You summize that a flying entity swooped down and grabbed the victim, leading you to believe the monster is a wyvern or forktail. The smell of Kaedweni wine lingers for hours, and a trail of this stench leads you uphill, heading roughly northeast.

A BRIDGE TOO FAR

OBJECTIVES:

- Find the missing caravan.
- Examine the cart.
- Nearest Signpost: Benkelham.

QUESTING DECISIONS

You should visit the dilapidated village of Benkelham, and find the refugee that requests your help. Or, you can find the abandoned wagon, meet the refugees in the cave, or destroy the wyvern nests first. The optimal path is the first one.

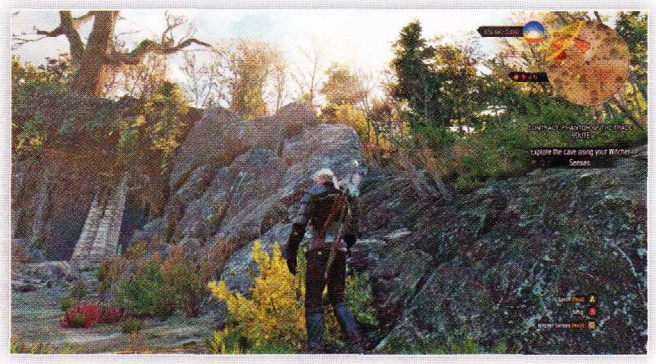
Refugee

I CAN FEEL IT COMING IN THE AIR TONIGHT

OBJECTIVES:

- Follow the scent.
- Explore the cave.

Wander uphill with the wine smell clouding your nostrils and vision. The trail leads you to a rough path and a cave entrance.



There's a corpse of one of the caravan refugees at the cave's entrance. Go inside, and you meet two luckless refugees hiding out in the cavern. You can ask about Thomil, who sadly didn't make it, and find out more about the monster you hunt. It is a royal wyvern. Lucky you.

OBJECTIVES:

- Find the wyvern's nest.
- Kill the royal wyvern.
- Destroy the wyvern's nest (2).

Continue deeper and higher into the cave, climbing up the natural rock steps to the south, and climbing higher until you see light from an exit. Step into the light, and run into two young wyverns. This is the royal wyvern's eyrie. Face both of them in combat, slaying them with quick competency. But these juveniles weren't responsible for ransacking the cart and dropping the scattered corpses you find on this cliffside perch…

UP FOR A HIKE?

Another option is to go up the hill to the left or right of the cave entrance, and reach the eyrie without climbing up through the cave.

Approach each of the two nests of spittle, wood, and bone, and destroy it with a swift kicking. After dismantling both of them, a suitably angered royal wyvern swoops in for the kill. Bring it down to the ground with crossbow or magic attacks, and finish it before it devours you.

HERE BE DRAGONS! NO? FORKTAILS? NO...

Halt! Before ascending to the eyrie to rid the lands of three wyverns, you should take time to fully prepare for such an undertaking. Remember to consult the Bestiary for tackling wyverns, both royal and otherwise. The royal wyvern has the following vulnerabilities:

Potion: Golden Oriole

Bomb: Grapeshot

Oil: Draconid

Sign: Aard

END: THE ROYAL TREATMENT

OBJECTIVES:

- Take a trophy from the royal wyvern.
- Collect your reward.

The two refugees appear, a little gobsmacked at your accomplishments. After vowing to tell tales of this day, they leave you to whistle for Roach, and carry the royal wyvern's head swinging by Roach's saddle. Head down the hill to Benkelham, and speak with the refugee. After settling up, the quest concludes.

ITEMS: Wyvern Mutagen, Wyvern Egg, Wyvern Hide, Wyvern Trophy, Crowns

DANGER ALERT — SPOILER ALERT

CONTRACT: SHRIEKER

Locations: Crow's Perch, Burned Ruins (Cockatrice Cave)
Characters: Chet, Symko
Enemies: Shrieker (Cockatrice)

QUESTING DECISIONS

Find the Notice Board in Crow's Perch to read the contract and begin the quest. Or, chance upon nest of this creature first. The optimal path is the former.

SHRIEKER (COCKATRICE)

Chet

Symko

Chet from Crow's Perch is having a terrible time with a shrieker (a monster that has woven its nest nearby) and has taken to killing those that venture too close. Head to the lower village within the walls of Crow's Perch, and find Chet by his cottage. Barter a price for your services if you wish, listen to the hapless attempts the local (and now deceased) huntsman named Borzoy made to kill the creature. Now agree to slay it.

NOT JUST A PACK OF PEASANTS WITH PITCHFORKS

OBJECTIVES:

- Talk to the contract issuer.
- Nearest Signpost: Crow's Perch.

OBJECTIVE:

- (Optional) Talk to the witnesses to the shrieker's attack.

Symko, son of Borzoy, is the witness to the shrieker's attack, and he's gazing at grass on the eastern side of the cottage. He is resistant to your talking, but continue to ask him questions and he describes the shrieker as a huge rooster with a lizard's tail, and how his dog Ruffler ran away too. Calm the kid down with soft words or soothing Axii magic, and depart.

RUFFLING A FEW FEATHERS

OBJECTIVES:

- Investigate the site of the shrieker's attack using your Witcher Senses.
- Follow the blood tracks using your Witcher Senses.

Head south out of Crow's Perch, traveling roughly eastwards to the objective area where the beast was fought, close to the marshy moat and south of the Burned Ruins signpost. Locate the following:

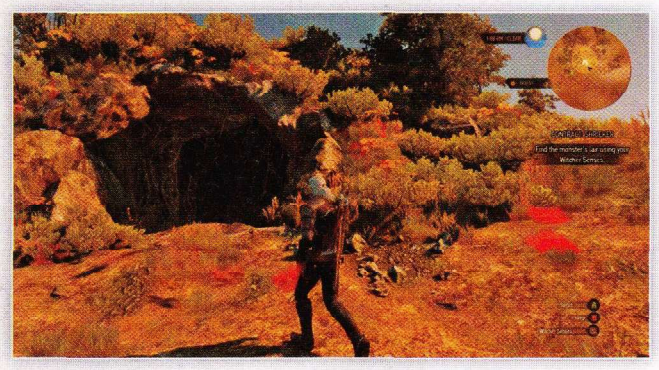
- The remains of Symko's dog Ruffler can be seen and inspected using your Witcher Senses—It didn't give up without a fight.
- There are staggered tracks leading away from the dog corpse.
- Locate the monster blood close to the water's edge, and track it in a roughly northwesterly direction.

The beast landed at a cave entrance close to the northeastern part of Crow's Perch moat, and just west (and underneath) the Burned Ruins. Close inspection of the tracks reveals the beast is a cockatrice.

OBJECTIVES:

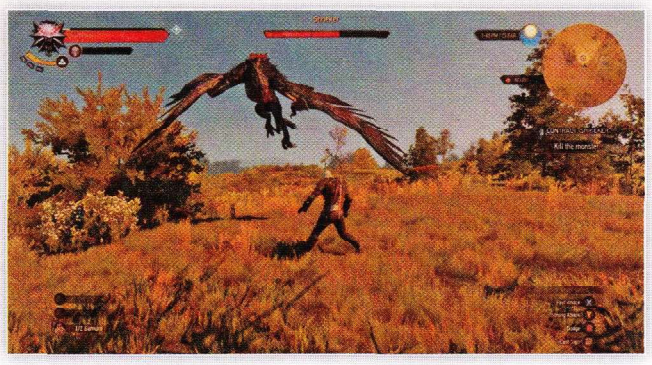
- Find the shrieker's lair.
- Drive the shrieker out of its lair with a Samum, Grapeshot, or Dancing Star bomb.

Explore the cave entrance, which opens up into a large cavern. Use your Witcher Senses in here to uncover droppings staining a high ledge, where the beast must be nursing its wounds. It won't budge until you produce a Samum, Grapeshot, or Dancing Star bomb, and lob it onto the ledge. After the explosion, the shrieker disappears! It has fled through an upper exit.



OBJECTIVES:

- Chase down the shrieker.
- Kill the shrieker.



Leave the cave the way you came, summoning Roach and visually track it across the countryside as it flaps away. At a gallop's pace, you should easily catch this wounded and angry animal. Drop it from the skies, and set about slicing it into more manageable pieces.

DON'T BE THE ONE DOING THE SHRIEKING

Consult the Bestiary for better battle tactics against this overgrown chicken. The cockatrice has the following vulnerabilities:

Bomb: Grapeshot

Oil: Draconid

Sign: Aard

END: AFTER THE COCKATRICE CARNAGE

OBJECTIVES:

- Take a trophy from the shrieker.
- Collect your reward from the contract issuer.

That overgrown chicken has eaten its last villager! Stoop down and inspect the corpse, gathering some meat and ingredients, as well as the head of the beast. Then mount Roach with the head tied to your saddle, and return to Chet. He hands you the pennies he gathered as your reward. You can:

- Tell him to keep the coin—for Symko.
- Or gladly accept the coin.

Afterwards, you can speak to Szymko and tell him his father's death was avenged, if you wish. Either way, the quest concludes.

ITEMS: Cockatrice Egg, Cockatrice Stomach, Cockatrice Trophy, Crowns

DANGER ALERT SPOILER ALERT

CONTRACT: SWAMP THING

Locations: Crookback Bog Peat Post, Crookback Bog Peat Lodge, Cave of Ignius Fatuus
Characters: Leslav
Enemies: Foglets, Nekkers, Drowners, Ignius Fatuus (Foglet)
Recommended Item: Eye of Nehaleni

EYES LIKE COALS AND A JAW FULL OF FANGS

OBJECTIVE:

- Nearest Signpost: West of Crookback Bog Orphans' Village.

QUESTING DECISIONS

A lone villager harvesting peat within the marshlands west of The Orphans of Crookback Bog (village) beckons you to help.

Ignius Fatuus (Foglet)

On the northwestern edge of Crookback Bog, due west of the Orphans' Village but closer to the water's edge, is a Peat Post. This is a small hideaway where a villager named Leslav stores peat he cuts from the bog. Speak with him. He tells you a monster prowls the bog, and those that enter the mist are never seen again! Ask for more information and learn about the beast's humanoid form and nocturnal nature. Barter for a better payment if you wish, then ask where to find this monster.

Leslav

OBJECTIVES:

- Find out what's killing people in the fog.
- Use the Eye of Nehaleni to see through the illusion.

Set off in a roughly southerly direction and cross the bog. As you reach the nearest objective area, you can almost taste a metallic odor in the air. Continue towards a Peat Lodge, where Leslav's fellow villagers came a cropper. Inspect the structure using your Witcher Senses, and uncover the following:

- A slumped corpse with his weapon still sheathed. This indicates a concealed monster.
- An almost completely decomposed corpse by the small stone ruins nearby.

BAD, POXY AIR, STINGING EYES, AND CHOKING THROAT

OBJECTIVES:

- Find out what's killing people in the fog (continues).
- Use the Eye of Nehaleni to see through the illusion.

There's little else but wrapped parcels of peat soil here, so venture out across the bog in a roughly easterly direction. Close in on the second objective area, and bring the pain to a couple of nekkers. Then use two methods of seeing reality a little differently; your Witcher Senses and the Eye of Nehaleni you obtained from Keira Metz during Main Quest: Hunting a Witch.

- Use your Witcher Senses to discover a few dead folks with a variety of different claw marks on it. Oddly, there's are no tracks around the corpses.
- Use the Eye of Nehaleni to remove a wall of magic.
- Use your Witcher Senses to uncover tracks that were masked with magic. You guess you're dealing with an old foglet, hiding behind an illusion.

A FATUUS BOG EXPLORATION

OBJECTIVES:

- Navigate the illusions to find the foglet.
- Kill the foglet.

LOST IN THE BOG

It's easy to get lost in this misty bog, and there are numerous foglets, drowners, and nekkers (not to mention deserters and bandits) in the general vicinity. Don't venture farther from the immediate area than you need to, and if you get lost, return to the Peat Lodge and retrace your steps.

Follow the intermittent tracks through the swamp, in a winding pattern throughout the bog, heading in a vaguely southerly direction. There are at least two foglet to face, back at the Peat Lodge. While you're there, look for the badly decomposed corpse. There is a faint smell coming from it. This is worth your while following, in a roughly southerly direction.

Journey to a small fetid pond with a foglet to slay. Of greater interest is a cave blocked by a massive boulder. But this isn't really a boulder. Use the Eye of Nehaleni to dismiss this illusion and reveal a foglet's cave.

Enter the cave and, if you keep right, you face a trio of foglets as you wind your way down the main tunnel area. If you climb up the other side, you end up back into the bog. Almost immediately, you are set upon by drowned dead. Expect to slay up to six of them, before moving across a shallow pond (close to the cave exit) and dealing with three foglets.

Enter the cave and, if you keep left, you stride into the domain of the old foglet responsible for the illusions—Ignius Fatuus! Teach him that your silver sword is no illusion!

AVOIDING FOGLET FANGS

This foglet offers a considerable challenge, so consult the Bestiary to gain insight into this creature. The foglet has the following vulnerabilities:

Bomb: Moon Dust

Oil: Necrophage

Sign: Quen

END: ALL CLEAR

OBJECTIVES:

- Take a trophy from the foglet's body.
- Collect the reward for the foglet.

Cut the head apart from the crumpled foglet corpse, and bring it back to Leslav at his Peat Post, and claim your reward. Remember, if you bartered a better price, you may have to return and gather your crowns in smaller payments. Once your initial monies are handed over, the quest concludes.

ITEMS: Foglet Tooth, Foglet Trophy, Crowns

DANGER ALERT — SPOILER ALERT

CONTRACT: WOODLAND BEAST

Locations: Border Post, Inn at the Crossroads, Scoia'tael Camp
Characters: Captain Felix Grubb, Vernossiel
Enemies: Alghouls, Drowners, Scoia'tael

SCOIA'TAEL

GUERRILLAS IN THE MIDST

OBJECTIVES:

- Talk to the commander of the guardpost by the bridge to Novigrad.
- Nearest Signpost: Border Post.

QUESTING DECISIONS

This quest is accessible during your adventuring through Novigrad and the northern parts of Velen. It begins when you uncover a contract notice on a Notice Board; like the one just southeast of the fortified bridge to the Border Post on Halver Isle.

Locate a formal notice on a board that reads "Contract: Woodland Beast." It is from the Redanian Captain Felix Grubb. Head towards the refugee camp near the fallen fields of Velen, southeast of the Border Post, and search out the captain of the guard.

Speak with him, and he tells of a monster terrorizing the already downtrodden peasants of Velen, as well as a Redanian transport caravan. Bring him the head of this beast, and you'll receive both gold and a pass to allow you access across the Pontar river, and into Novigrad. Agree to this deal.

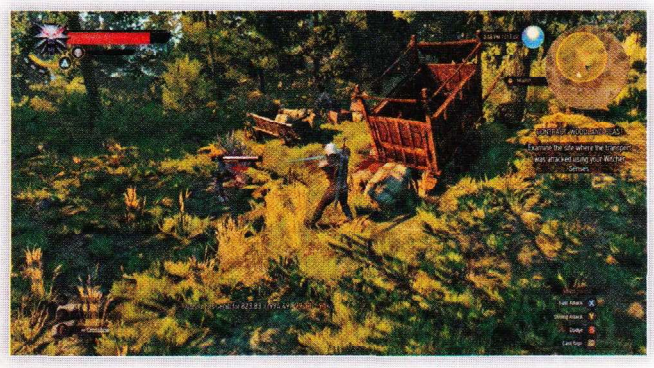
Captain Felix Grubb

OBJECTIVES:

- Examine the site where the transport was attacked using your Witcher Senses.
- Follow the tracks using your Witcher Senses.

The location of the transport attack is southwest of the captain, close to the ford across to the Inn at the Crossroads. Gallop to the site, and cut down two alghouls feasting on the remnants. Then inspect the vicinity and uncover the following:

- Claw marks on a slumped corpse, but also evidence of an arrow piercing the dead.
- Bodies clawed and gnawed. But all these wounds are post-mortem.
- An empty chest. Certainly not stolen by the necrophages you slew.
- Tracks, humanoid in stature, leading away to the southeast.



Follow the tracks across the road, and into the thick grassy area before the ford. Expect four drowners to annoy you along the way.

The tracks lead down to the ford, and disappear. Simply stare at the opposite side of the ford (look southeast) and you'll see the tracks appear from the soggy sand. Climb up the grassy hillock, studying the tracks until you're stopped. A Scoia'tael archer has you in his sights! This quest can now conclude in one of two different ways:

END #1: DEATH TO THE SCOIA'TAEL DEVILS!

OBJECTIVES:

- Kill the Scoia'tael.
- Return to the guardpost captain for your reward.

Speak to the archer. If you answer "you've killed enough humans already," or you aren't prepared to put down your weapons after asking to see the archer's commander, the situation turns violent.

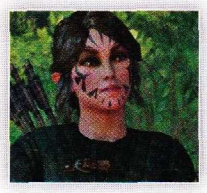
You have five Scoia'tael to cleave on this hillock (treat them as humans in terms of combat). Afterwards, return to the captain for your reward, as this quest concludes.

ITEMS: Crowns, Transit Pass

END #2: SOMETHING FOR YOUR SILENCE

OBJECTIVE:

- Return to the guardpost captain for your reward.



Vernossiel

Speak to the archer. Answer that you wish to speak to his commander. You are lead to a hidden elf camp where Vernossiel speaks curtly to you. She insists they will stop attacking the Redanian transports, but you must leave and forget what you've seen. Answer that they are common bandits, and you must fight them (End #1, but without your weapons). A better plan is to agree "do as you will." You're given a couple of elvish items for your help. Afterwards, return to the captain for your reward, which is almost a kick in the arse (you receive nothing), as this quest concludes.

END #3: DOUBLECROSS!

There's one more, devious way to end this quest; tell the elf leader you can keep their secret, then break the promise and inform the guard captain, and claim both rewards! However, expect an ambush later, as the Scoia'tael try to slay you on the outskirts of Novigrad.

ITEMS: Diagrams, Cavalry Trousers

DANGER ALERT

SPOILER ALERT

CONTRACT: THE APIARIAN PHANTOM

Locations: Beanston, Honeyfill Meadworks
Characters: Holofernes Meiersdorf, Bernie, Franklin, Hugo
Enemies: Drowners, Apiarian Phantom (Hound of the Wild Hunt)

APIARIAN PHANTOM (HOUND OF THE WILD HUNT)

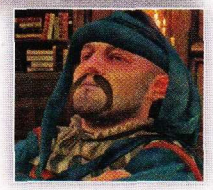
CALLING ALL BOUNTY HUNTERS, TRACKERS, AND WITCHERS!

OBJECTIVES:

- Ask Holofernes Meiersdorf about the contract on the Apiarian Phantom.
- Nearest Signpost: Honeyfill Meadworks.

QUESTING DECISIONS

This quest commences when you read a message on a Notice Board in the settlement of Beanston. You can stumble upon the frozen hive first, but a key is needed to continue.



Holofernes Meiersdorf

Misfortune has befallen the Honeyfill apiary. A phantom has descended upon the settlement, destroying the hives and wreaking havoc. If you're reading this in Beanston, travel southwest across the sunflower fields and cow pastures, and through the stone entrance arch into the idyllic Honeyfill Meadworks.

Hop off your horse and enter the beautiful main structure, a wattle and daub mansion of fine craftsmanship, and find Master Meiersdorf with his halfling brethren in the grand hall. The diminutive master introduces you to his sons (Bernie, Franklin, and Hugo) and says he's been expecting someone like you to help him with the phantom. He describes not the entity, but the death of a farmhand that looked like frostbite. After bartering your mercenary price up if you wish, you're told to follow Holofernes.

HOUND OF THE HALF-BUILT HOUSE

OBJECTIVES:

- Follow the halfling.
- Examine the area in search of clues.
- Follow the footprints.
- Search the area around the lake using your Witcher Senses.
- Follow the tracks.

Keep pace with Holofernes as he scurries out of the mansion, passes through the formal gardens, and into an adjacent field where the farmhand was killed. Use your Witcher Senses and locate the following:

- Dried and blackened blood several days old.
- A hive covered in frost. The cold must have killed the bees.
- A set of footprints. Follow them roughly westwards towards a nearby lake. The prints disappear into this large puddle.
- Work your way to the left, along the bank of the small lake, readying yourself for up to six drowners to slay as they rise from the ooze.
- Use your Witcher Senses along the southeast corner of the lake shore to uncover the footprints again.
- Follow these claw-shaped footprint tracks roughly eastward, toward the entrance of a basement too tight to enter. It is underneath the half-finished brick structure fallen into ruin.

Run around to the eastern side of the house, and there are steps down to a large wooden double door. It is locked. Holofernes appears behind you now, telling you this was a home meant for Bernie, but his grandfather ran out of coin before it was finished.

THE CHILL OF THE CHASE

OBJECTIVES:

- Open the basement.
- Chase down and kill the fleeing beast.
- Defeat the hound of the Wild Hunt.

The doors can now be opened, and you enter an earthen cellar filled with icicles. The reason becomes obvious as a hound of the Wild Hunt quickly bounds past you! Race up the steps, whistling for Roach, and gallop after this icy hound—chasing it down on horseback and whacking it with your silver sword before dismounting and fighting it to the death while on foot.

DON'T GET COLD FEET!

Consult the Bestiary for better battle tactics against this preternatural beast. The hound of the Wild Hunt has the following vulnerabilities:

Bomb: Dimeritium

Oil: Elementa

Sign: Igni

Sign: Axii

END: A SHORT INTERLUDE

OBJECTIVES:

- Take a trophy from the hound of the Wild Hunt.
- Collect your reward from Holofernes Meiersdorf.

When you've felled the spiny beast, slit it open to gather some items including a trophy to affix to Roach. Ride back into the Honeyfill estate. The family is waiting for you close to the house, by the signpost marker. The Meiersdorf family are more than generous with a reward for your job well done. Then the quest concludes.

ITEMS: **Lesser Red Mutagen, Wild Hunt Hound Trophy, Jar of Honey, Crowns**

DANGER ALERT — SPOILER ALERT

CONTRACT: THE CREATURE FROM OXENFURT FOREST

Locations: Mercenary Camp, Herbalist's Hut, Archgriffin's Eyrie
Characters: Hans
Enemies: Bear, Wolves, Bandits, Opinicus (Archgriffin)

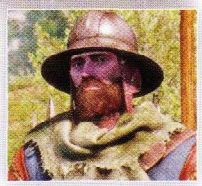
WANDERING HANS

OBJECTIVES:

- Explore the ravine.
- Nearest Signpost: Southeast of the Herbalist's Hut.

QUESTING DECISIONS

This quest begins when you read a Notice Board in Oxenfurt requesting your help, or stumble upon a small Mercenary Camp due east of Oxenfurt, southeast of the Herbalist's Hut.


Hans of Cidaris

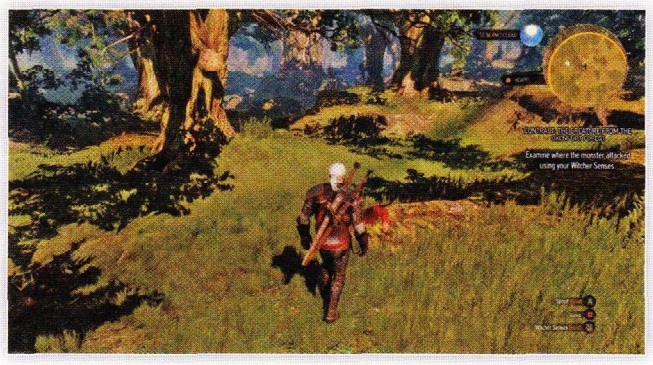
Locate a small Mercenary Camp and step through the wooden defenses to meet the leader, Hans of Cidaris. After being hired by Radovid, his crew wander and battle for crowns, except the King's late payments have made them think twice. They camped here, spotted a strange beast that snatched cows, and he lost two of his crew. Barter for a better reward if you wish, then set out for the wooded ravine south of here, where Hans last saw his men.

OPINICUS (ARCHGRIFFIN)

A BIT OF ARMLESS FUN

OBJECTIVES:

- Explore the ravine.
- Investigate the blood trail.



Set off in a southeasterly direction, running into the woods, and possibly disturbing a bear. When you reach the objective area, use your Witcher Senses. Discover the following:

- Human remains, with claw and bite marks covering them. Armor ripped to shreds. No sign of a second corpse.
- No wait, there's a severed arm on a rocky outcrop nearby. A flying monster didn't quite gather everything when it snatched Hans' men.
- Head east along the rocky outcrop, finding splashes of blood. This has attracted wolves, so prepare to slay a couple of them.
- Follow the trail of blood uphill slightly, through the woods. Expect at least six more wolves and an alpha male on the prowl around here.

The trail ends at a few crows, that have picked the ground clean of evidence.

EVIDENCE OF AN ARCHGRIFFIN

OBJECTIVES:

- Follow the ravens.
- Return after dark, when the griffin is in its nest.
- Kill the griffin.

Listen to the cawing of the ravens (using your Witcher Senses if need be). Head east and a little south, uphill while scanning the skies. A murder of ravens are circling the rocky outcrop.

Climb up and onto the eyrie, with the remains of a nest and some leftover body parts and a mercenary contract (which you can optionally read, though this proves Hans' men were slain). Of more interest are some thin rachides (sparse after feathers). They prove you're hunting an archgriffin! Or, if you're approaching at night, the archgriffin is on its nest, and combat begins immediately!

ITEM: Quest Item: Mercenary Contract

Back away from the nest, and meditate on the grassy foothills slightly south of the nest (head north, and you run into a bandit camp). Wait until after darkness descends; a piercing shriek and fierce wind of flapping wings announces the arrival of your quarry, a huge feathery fiend named Opinicus.

GETTING GRIEF FROM A GRIFFIN?

Consult the Bestiary for better battle tactics against this fiercest of all griffins. The archgriffin has the following vulnerabilities:

Bomb: Grapeshot

Oil: Hybrid Oil

Sign: Aard

END: OPINING AFTER OPINICUS

OBJECTIVES:

- Take a trophy from the griffin.
- Collect your reward from Hans.

Step over to the corpse of Opinicus, and slice off some ingredients and a trophy to tie to Roach's saddle. Then trot back to the Mercenary Camp, and explain your hunting prowess to a suitably impressed Hans. After your reward, the quest concludes.

A SUBSTANTIAL REWARD

Come to the nest during the day, before the griffin battle, and you can locate a letter. Read it to learn Hans was offered a substantial reward. Mention this to Hans at the end of this quest, and expect more coins.

ITEMS: Archgriffin Mutagen, Griffin Feathers, Griffin Trophy, Crowns

CONTRACT: DEADLY DELIGHTS

Locations: Canal Bridge (Novigrad), Crippled Kate's, Lilith's Townhouse
Characters: Sergeant Gilbert Witschke, Medic, Brothel Madame, Lilith (Succubus)
Enemies: None
Recommended Item: Axii Delusion Level 3

A MANNER MOST BESTIAL

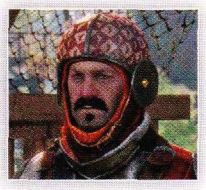
OBJECTIVES:

- Talk to the guard.
- Nearest Signpost: Hierarch Square.

QUESTING DECISIONS

This quest begins when you read a notice pinned to the board in Hierarch Square (Novigrad), near the Kingfisher Inn.

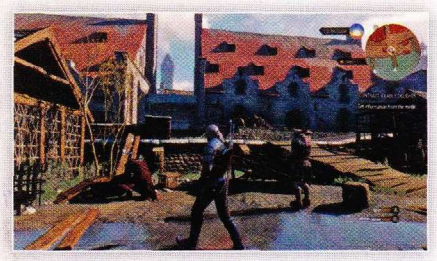
A temple guard named Sergeant Gilbert Witschke has a notice to read, despite it being for the "fellow followers of the flame." It concerns several officers of the guard, who have been ravaged to death. For some reason, Gilbert thinks the party responsible may be female, and anyone abetting this person is subject to torture. A short dash east and south through the fish market to the canal bridge brings you to Gilbert. Barter for a better payday, then agree to speak to the medic who tended to the corpses.



Sergeant Gilbert Witschke

OBJECTIVE:

- Get information from the medic.



Medic

The medic is tending to matters on the dockside, almost due west of your location. Find and speak with him about the dead guards. Choose all your questions to obtain further information; that the bodies had only scratches "from their adventures with whores," that they had dried out, and were dumped in an *area infamous for brothels.*

SWEET SMELLS AND SORDID STRUMPETS

OBJECTIVES:

- Examine the crime scene.
- Follow the tracks.
- Talk to the brothel owner.

Brothel Madame

Move southwards around the docks, over the canal, and make a left turn through the brick tunnel. A small market area is where you should begin a search using your Witcher Senses. Locate the following:

- A child's footprints. There is a lot of foot traffic here, so some of it is irrelevant to the investigation.
- Hoofprints. But not from a horse, as there are only two feet. There are guard footprints here, too.

Follow the hoofprints roughly northwards, winding through the alley around Crippled Kate's brothel, into an extremely tight side alley with a crate that must be destroyed (using Aard). The trail ends at the wooden steps up into the brothel.

Across from the steps in a narrow dead-end alcove is an empty perfume vial, not *shabby enough for this lowly part of town. There's a scent trail from the perfume* to follow, but once you speak to the brothel owner. Enter Crippled Kates (the door at the end of the hoof trail), speaking to the madame. You can buy, spend time with a whore, play Gwent, but you're here to ask about the murdered guards. The *madame plays evasive, forcing your hand. You can:*

- Tell her all clues lead here. She isn't interested in taking lip from you, and tells you to leave.
- (Axii Delusion Level 3) Ask her for the truth, or threaten to return with the temple guard. She gives you hints to the next area of your investigation.

BEING FAIR TO LILITH: CONFRONTING A SUCCUBUS

OBJECTIVES:

- Follow the scent of perfume.
- Talk to the man who is acting strangely.
- Find your way into the house.
- Confront the succubus.

Step out of Crippled Kate's, and head south following the trail of perfume visible to your Witcher Senses. Follow the scent along the winding streets until you discover a well-to-do townsman in a state of distress, leaning against a building. He indicates he's been inside the house, but appears to have been charmed… by a succubus!

Lilith

This devilish creature is hiding out inside the wattle and daub structure, and getting in can be a challenge. Enter via the door on the eastern side (ground level), just to the south of where the befuddled man is. Climb the stairs to a small landing, pass a resting townsman, and climb the interior ladder to the roof eaves. Exit via the open doorway to a rickety wooden platform attached to the adjacent building. At the end is an exterior wooden ladder to clamber up. It leads into an attic space. Drop through the hole in the floor to reach a move lavish bedchamber, with velvet curtains and trays of grapes. This must be the boudoir of the succubus you seek.

Head down the stairs, and gain an audience with Lilith. Beware of her disarming ways as you speak to her. You can:

- Insist on killing her. This begins combat with the succubus in a very confined space.
- Agree that she must leave the city. She's understanding but angry, but plays along and hands over a trophy to you, as well as an impressive sword for your collection. Then you part ways.

DON'T BE LURED BY LILITH!

If you decide to fight, consult the Bestiary for better battle tactics against this mistress of seduction. The succubus has the following vulnerabilities:

Oil: Hybrid

Sign: Quen

END: NOT MUCH FUSS FOR A SUCCUBUS

OBJECTIVE:

- Collect your reward from the guard.

With the succubus placated, return to the guard that requested your help, back at the canal bridge. You explain the fate of the dead guards, and are rewarded for your masterful work. Gather your crowns as the quest concludes.

ITEMS: Sword, Succubus Mutagen, Succubus Trophy, Crowns

DANGER ALERT

SPOILER ALERT

CONTRACT: DOORS SLAMMING SHUT

Locations: Novigrad, Kingfisher Inn, Moldavie Residence
Characters: Count Kurt Dysart
Enemies: Therazane (Earth Elemental)

Therazane (Earth Elemental)

QUESTING DECISIONS

This quest commences when you read a message on Hlearch Square Notice Board in Novigrad, outside the Kingfisher Inn.

A notice entitled "Haunted House" requires a witcher of unsullied reputation to investigate a residence on the outskirts of the city, recently acquired by Count Kurt Dysart, who is temporarily residing at the Kingfisher Inn. It is believed the place is haunted. Find out more from Kurt himself by entering the Kingfisher Inn (off the Town Square) and heading up the stairs in the southeast corner (but not the second flight of stairs). Head around the stairs to the mezzanine balcony, where Kurt is situated. Kurt wants to know the school you belong to. Answer how you wish—he isn't getting a better offer of help. He tells of an estate east of Novigrad, with a keen seller who offloaded the property. He says the place shakes all night, and even the floors are said to move. Barter for a better reward, before agreeing to find the place, and obtaining a key to gain entry.

ITEM: Quest Item: Moldavie Residence Key

CAVEAT EMPTOR

OBJECTIVES:

- Talk to Kurt Dysart.
- Nearest Signpost: Hierarch Square.

Count Kurt Dysart

THINGS THAT GO BUMP IN THE CELLAR

OBJECTIVES:

- Travel to the haunted mansion.
- Investigate the haunted mansion.
- Investigate the basement.

Leave the city of Novigrad, and gallop on horseback almost due eastward, into the fertile farmland looking for the Moldavie Residence, close to an orchard and small lake. The wind is whipping up a bit as you reach this tumbledown mansion. Unlock the door using Kurt's key, and step into the trembling premises. The whole building is shaking, but a specter would have attacked you already. Time for a spot of witcher sensing.

Locate the following:

- *On the floor is rotten* food and a goblet on the table—evidence of an inhabitant leaving in a hurry.
- Over in the northeast corner of the next room, atop the stairs down to the cellar, is a pile of scattered salt—a pointless superstition to drive away ghosts. Feel free to ransack the chest here for a book.
- Descend the stairs, and uncover a small crack in the old brick and plaster wall. Use Aard to make that crack into a sitcher-sized hole.
- Enter the hole, and head into strange ruins underneath the house, which haven't been visited for a while.
- Cross the bridge planks to inspect a wooden table with a large magic root on it. A second table opposite holds an open journal. A quick read of the book via your Quest menu after picking it up reveals elemental magic has been practiced here.

ITEM: **Quest Item: Amaverick of Sorano's Journal**

ELEMENTAL, MY DEAR WITCHER

OBJECTIVES:

- Find the elemental.
- Kill the elemental.
- Deactivate the magic barrier.

The archway is sealed, so backtrack to the water, swim east down a partly submerged corridor to a wall lever and pull it. The archway blockage rumbles out of your way. Once through into the subsequent chamber, you are greeted by a large earth elemental encased (but almost free) of its magic bonds. It is set to shatter these restraints soon and cause untold havoc. Behind it is a small pedestal with a magical cone-shaped lock. Use Aard to knock the lock out of alignment, freeing the immense rock beast known as Therazane. Engage!

READY TO ROCK?

Consult the Bestiary for better battle tactics against this incredibly tough earth elemental. It has the following vulnerabilities:

Bomb: Dimeritium

Oil: Elementa

END: AFTER THERAZANE GOES TO PIECES

OBJECTIVES:

- Take a trophy from the elemental.
- Collect your reward from Kurt Dysart.

After a hard fought struggle, Therazane topples over, allowing you to segment a number of ingredients, as well as a trophy to add to Roach's saddle. Then Fast Travel or ride back to the Kingfisher Inn in Novigrad, explain to Count Kurt that your ghost hunt turning into elemental combat, and collect your coin as the quest concludes.

ITEM: **Elemental Trophy, Crowns**

DANGER ALERT — SPOILER ALERT

CONTRACT: AN ELUSIVE THIEF

Converging Quests: Main Quest: Bloody Baron (page 71)
Locations: Novigrad, Tretogor Gate, Doppler's Moat House
Characters: Sylvester Amello, Janne (Doppler)
Enemies: None

JANNE (DOPPLER)

AN IMP-ERFECTION IN MARKET SECURITY

OBJECTIVES:

- Go to the marketplace during the day and talk to Sylvester Amello.
- Nearest Signpost: Tretogor Gate.

QUESTING DECISIONS

This quest starts when you read a message on a Notice Board on the north side of Hierarch Square in Novigrad.

Sylvester Amello

There's a particularly bold imp that's taken to thieveing near the city gates, according to a missive marked "Contract: Imp." It hasn't harmed any humans, but is causing a great deal of damage, so Sylvester Amello has decreed a hefty (and tax-free) reward be given to anyone capturing the nuisance. Be sure it is between dawn and dusk during daylight hours, and head to the small circular market just inside the Tretogor Gate.

Speak to Slyvester, asking what it looked like (a mean, fat cat) and what it stole (bread, fish, and apples). Barter for a better reward if you like, then begin an inspection of the market.

IMPISH ACROBATICS

OBJECTIVES:

- Follow the imp.
- Read the letter.
- Search the house.

A sweep of the market is called for, using your Witcher Senses. Locate the following:

- By the circular sentry turret are large paw marks. Follow the trail up past the horse drinking fountain, and up, southward towards the gate.
- By a standing guard, stoop to find some loot the imp dropped.
- Look up and around the large stone wall, and view scampering prints across the ivy and towards the portcullis.
- Look across to the opposite side of the arch, and the top of the stone bridge—the marks disappear as the creature dropped down into the moat.
- Climb over the bridge wall and (carefully) slide down the rocky embankment to the edge of the moat below. The trail picks up near here.
- The paw marks change to footprints. How odd. Follow them to an open door and enter the house at moat level.

Inside the structure is a note to read. Use your Witcher Senses if you can't easily see it. Access your Quest Items menu and read the letter. It provides some incriminating evidence from "Louis" admonishing "Janne" about taking the form of a giant black cat for her pilfering activities. Ah, you're dealing with a doppler.

ITEM: Quest Item: Short Letter

THE DOPPLER EFFECT

OBJECTIVES:

- Find a way to track the doppler.
- Follow the scent of perfume.
- Confront the doppler. Chase down the doppler.
- Defeat the doppler.

Doppler (Guard form)

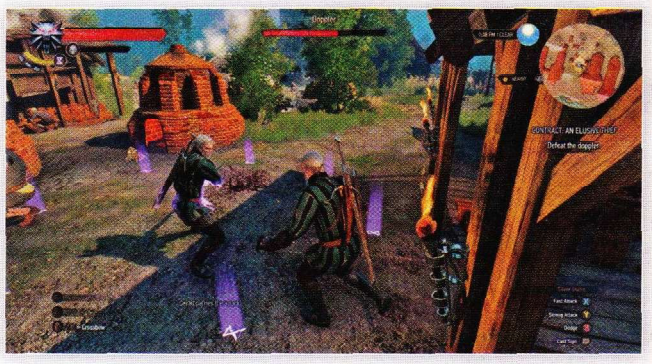
Make a thorough inspection of the doppler's house, using your Witcher Senses. At the top of the first flight of steps is a chest with some scattered clothing next to it.

- This is a woman's blouse, a man's shirt, and child's shoes, but only one bed. The scent of lavender now.

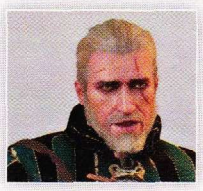
Follow this scent down the stairs, out of the building, and roughly eastward until you reach a group of townsfolk conversing close to the dyeing pools. A Redanian guard catches your eye. Speak to him. You wonder (aloud) why the guard is on such friendly terms with an elf. The elf attempts to cover the conversation by reacting with shock at the "racism" the guard is uttering, and then quickly departs. Now the guard tries to continue the act, which continues until you call it out for being a doppler. A moment later, it changes to the form of a peasant, and flees.

Doppler (Peasant form)

Check your minimap as you give chase to the fleeing shapechanger. Head left (northwest), following the doppler back towards and then along the moat, before it turns right, heading under a large wooden bridge span. This is the earliest opportunity to grab it. Instead of surrendering, the doppler transforms into a familiar face—yours!



You may be worried about battling yourself, since the doppler uses both the Signs and the sword prowess that you have mastered. So press the attack quickly, and it shouldn't take long before you cut into him with enough vigor to stop the fight.



Doppler (Witcher form)

DOUBLE TROUBLE

Hang on! Though this cheeky specimen is trying every shapechanging trick under the sun, he isn't that difficult to overcome (he suffers the same weaknesses as humans in combat). But there are more tricks up his sleeves. Consult the Bestiary for further information on imps and dopplers.

END: ON GOOD FORM

OBJECTIVE:

- Return to the marketplace during the day to talk to Sylvester Amello.

The doppler surrenders, and you may elect to banish the doppler in one of two ways:

- Either finish it off, taking the trophy afterwards.
- Or order it to leave Novigrad for good. It agrees, and hands a token of its gratitude (some crowns and a diagram).

After the doppler promises to leave, retrace your steps back to the marketplace, and inform Sylvester that this was a special type of imp. One that won't be diminishing the fish and apple supply any time soon. If you let the doppler go, Sylvestor only offers you half the reward. No trophy. No full payment. After the reward, the quest concludes.

ITEM: Doppler Trophy, Diagram, Crowns

CONTRACT: LORD OF THE WOOD

Locations: Cunny of the Goose, Loggers' Hut
Characters: Brean Hotsch, Lumberjack
Enemies: Nekkers, Wolves, Kernun (Leshen)

KERNUN (LESHEN)

TO THE WOODS

OBJECTIVES:

- Talk to Brean Hotsch.
- Nearest Signpost: Cunny of the Goose.

QUESTING DECISIONS

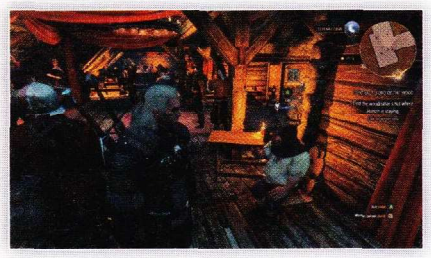
This quest starts when you uncover a message on the Notice Board at the Cunny of the Goose Inn, or you start destroying leshen totems in the woods. The optimal path is the former, and shown below.

Brean Hotsch

Just south of Novigrad is an infamous inn with a delightful name. Approach the Notice Board outside, and read the message entitled "Devil in the Woods." It appears Brean Hotsch has tracked the local woods, and found them home to a cruel evil of some kind. Strapping dwarven loggers were hired to harvest the lumber there, but only one returned, babbling about a monster. Enter the lakeside inn, and find the Brean the halfling propping up the bar. Barter with him for a better price if you wish, then agree to find the witness to the woodland horror.

OBJECTIVE:

- Talk to witnesses.



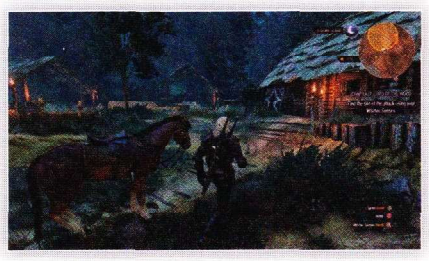
Lumberjack

Scour the inn for a pipe-smoking dwarf in a corner. Be warned, you may have to listen to some bards as you cross the premises. The lumberjack seems half-cut, but valiantly explains how his mates lost their lives in a vicious attack.

THE WRONG KIND OF WILDLIFE

OBJECTIVES:

- Find the woodcutter's hut where Hotsch is staying.
- Follow the wagon tracks to where the monster attacked.
- Investigate the site of the monster's attacks.



Travel mostly west, and a little north, towards the forested region of this part of Velen, and trek into the woods to reach a small cluster of structures. The easiest route is along the river bank with Novigrad's walls on the north side, to the right of you. Dismount, and begin to inspect the yard. Locate the following, using your Witcher Senses:

- Deep ruts where loggers' wagons stopped.
- Follow the wagon tracks roughly westwards from the buildings along a winding wood trail close to the water, then into the woods where intermittent nekker attacks may occur. Fend at least three off.

Eventually, you reach an abandoned wagon. There was a fight here between two dwarves and something… big. Use your Witcher Senses to uncover further evidence:

- Opposite the wagon is evidence of a wounded dwarf trying to flee, while bleeding heavily. There is a rock close by with claw marks—the monster must have been enraged and strong.
- Follow the blood trail to a dead dwarf with deep wounds on his back, who bled to death.
- Follow the footprints to a nearby campfire, where a second dead dwarf lies, strangled by roots from the earth.

After all these discoveries, you realize this is the work of a leshen. You must find its totem, and destroy it to lure it out.

TRACKING AND WAITING

OBJECTIVES:

- Destroy the leshen's totem to lure it out.
- Lure the leshen out by destroying its totem.

Inspect your World Map, and four possible totem locations appear. All are easily found, but only one is necessary to reach. Some are false leads, such as a murder of crows that aren't the leshen's. Expect wolves to face as your search continues. You're looking for a skull-topped bone weaving at the base of an old oak tree. Conjure a blast of wind using Aard, and the totem clatters to the soft earth. Striding from the dark shadows of the forest is a ten-foot tall, skull-faced giant. Prepare to battle Kernun, Lord of the Wood!

DON'T FACE A LASHING FROM A LESHEN!

Prior to dismantling Kernun's totem, it is vital you understand how leshens attack, and their devastating command of nature. Consult the Bestiary, the leshen has the following vulnerabilities:

Bomb: Dimeritium

Oil: Relict

Sign: Igni

END: AFTER KERNUN'S COLLAPSE

OBJECTIVES:

- Take a trophy.
- Collect your reward from Brean Hotsch.

You felled this mighty woodland spirit, and can gather ingredients from its corpse, as well as its skull as a trophy, which looks rather stylish tied to Roach's saddle. Gallop back to The Cunny of the Goose, inform Brean of a job well done, and receive a reward to match. The quest then concludes.

ITEMS: Leshen Mutagen, Leshen Resin, Leshen Trophy, Crowns

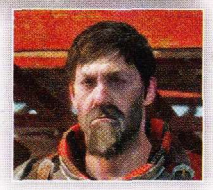
DANGER ALERT

SPOILER ALERT

CONTRACT: THE OXENFURT DRUNK

Locations: Oxenfurt, Oxenfurt Port, Oxenfurt Morgue, The Alchemy Tavern, River Hut
Characters: Nikolas Friedman, Medic, Weeping Woman, Stjepan
Enemies: Gael (Katakan)
Recommended Item: 120 Crowns, Axii Delusion Level 3

GAEL (KATAKAN)

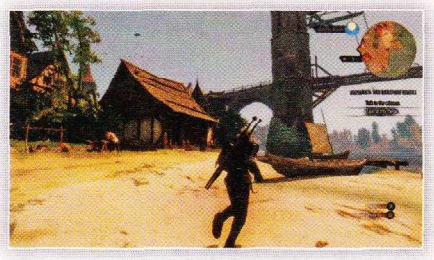


Nikolas Friedman

Unpin the notice that reads "Monster in Oxenfurt," and read some fancy prose from the Commander of the Oxenfurt City Regiment, who requests (nay, commands) you to devote yourself to tracking and slaying a monster within these city walls. Little else is revealed, so head to the dockside and approach Nikolas Friedman, a Redanian officer. He reveals that a beast has been targeting lone victims, attacking them, and abandoned their corpses in the gutters about town. Barter for a better price if you wish, then request to see the sawbones who autopsied the victims. There's also a survivor. A woman staying at the tavern.

OBJECTIVES:

- Talk to the medic.
- Look over the victims' bodies.



Medic

Further south from the Redanian officer, along the sandy dockside is a small hut-like morgue where the medic is working. Speak with him, and he tells you he hasn't completed the autopsies, since the victims were simply drunks and beggars. Bring out your forceful voice, and he hands over the morgue key, and tells you to take a look yourself.

ITEM: Quest Item: Oxenfurt Morgue Key

HAVEN'T THE TIME TO CLEAN GUTTERS

OBJECTIVES:

- Talk to the Redanian officer.
- Nearest Signpost: Oxenfurt Port.

QUESTING DECISIONS

This quest begins in the town of Oxenfurt, when you read the Notice Board close to Oxenfurt Port, or nearby.

Inside are two corpses. Use your Witcher Senses when examining:

- There are fang marks on a neck, evidence of dragging over cobblestones.
- There are vampire bites and the strong stench of alcohol.

Now you have more evidence, it is worth heading to the scene of the crime itself.

OBJECTIVES:
- Talk to the witnesses.
- Examine the site where the crime took place.

Weeping Woman

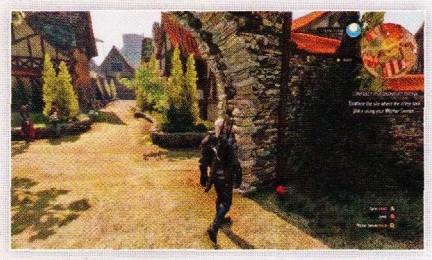
Head into the center of town, to the square where The Alchemy Tavern is located. Use this entrance, as the rear door is locked. Once inside, locate the weeping woman by the bar. Though she might have been a victim of the beast, her requests for drinks and coin make her a suspect witness. You can:

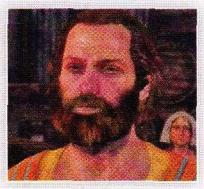
- (30 Crowns) Give her some coin for a drink.
- (Axii Delusion Level 3) Tell her she's fine without alcohol.

Or, you can leave and return with some funds (or the necessary Axii Level). Either option results in some of the least helpful evidence you've uncovered in your investigations. Something called her name, grabbed the hem of her skirt, and she pulled away. However, you do learn the site where the crime took place.

DRUNK OFF YOUR ASS ON CHEAP WINE

OBJECTIVES:
- Talk to the innkeep and get drunk in order to bait the katakan.
- Walk around near the tavern in order to provoke the katakan.
- Kill the katakan.





Stjepan

Just outside the tavern is a thoroughfare where a few drunks are staggering or sitting about. Near to the stone archway is a worn bracelet, which is easy to spot with your Witcher Senses. A fondness for jewelry and the wounds on the corpses suggests a katakan. Head back inside the tavern, searching for the innkeep behind the bar near the female victim.

- *(50 Crowns) Order her a drink, and continue to gurgle down cheap wine.*

After darkness falls, stagger out of the tavern singing an unmentionable drinking song, and wander about the objective area. The katakan doesn't hear you. Move to the second objective area, and sing the second part of the song. Still nothing.

Move your staggering towards the third objective area—into an alley between well-appointed houses further up the street. A rasping low voice announces that *it seeks to drink your blood. You've summoned Gael, a ruthless vampiric menace.* Slay him!

TRACKING THE HIGHTAILING HIGHER VAMPIRE

OBJECTIVES:
- Use your Witcher Senses to track down the katakan.
- Get inside the katakan's hideout.
- Kill the katakan.

Gaining an audience with Gael is tricky—it charges and pushes you to the ground before fleeing. Follow the path to the objective area, across the town square heading northwards to a river hut. You can "see" the movements Gael is making. This allows you to reach the structure. Climb the ladder by the alleyway to gain access to the balcony and drop down into the building where final combat commences.

A KATAKAN-DO ATTITUDE

Consult the Bestiary for better battle tactics against this higher vampire. The katakan has the following vulnerabilities:

Bomb: Moon Dust

Bomb: Devil's Puffball

Oil: Vampire

Sign: Yrden

Sign: Igni

END: A TASTE FOR BLOOD AND WINE

OBJECTIVES:
- Take a trophy.
- Collect your reward from the Redanian officer.

Inspect Gael's corpse, looting the necessary items to unlock the hut door, and escape. Bring the vampire trophy back to Nikolas Friedman, who is only a few moments dash away to the north. Explain that a higher vampire was active in the city, and claim your just reward, as the quest concludes.

ITEMS: Lesser Blue Mutagen, Key to Katakan Lair. Katakan Trophy, Crowns

CONTRACT: THE WHITE LADY

Locations: Glory Gate, Portside Gate, Castle Drahim
Characters: Helma
Enemies: White Lady (Luzi, Noonwraith)

WHITE LADY (LUZI, NOONWRAITH)

THE NOT-SO MERRY WIDOW

OBJECTIVES:

- Talk to the Widow.
- Nearest Signpost: Glory Gate.

QUESTING DECISIONS

This quest commences after reading a notice on the board in the cluster of buildings between the Portside and Glory Gates, just south of Novigrad's walls. Or, you can find bodies and clues at Castle Drahim and start there. The optimal path is the former.

Helma

Take pity on the poor peasants of Farcorners, as the fields nearby are haunted by a wraith appearing as a forlorn maid. It is keeping the villagers from harvesting their crops, so the villagers have gathered together enough gold to pay someone to rid them of this evil. Helma is at the tanning rack outside her cottage on the south side of the settlement. She tells you of Micko—a band of drunkards who attempted to "plough" the White Lady. Their corpses still litter the fields. Ask where the White Lady has been seen (close to a tower), then barter for a better reward if you wish.

LUZI, SUFFER NO MORE

OBJECTIVES:

- Look for the bodies of the White Lady's victims.
- Investigate the place where the White Lady attacked.
- Follow the tracks.

Summon Roach and canter off past the hay stacks and over the rolling hills towards a stone tower roughly south of the settlement. Once through the orchard, enter the objective area and dismount as you reach a small campfire littered with the bodies of Micko and his men. Use your Witcher Senses and uncover the following:

- A corpse that was given quite a scare before he died.
- A cluster of beer bottles—some hard-headed men died here.
- One of the bodies is dried to a crisp, with burn marks.
- Another is pallid, but without blood loss. This isn't a vampire.
- You expected to see another body, but there are uneven footprints. Someone fleeing blindly.
- A few steps away is a pile of hay with old dried blood staining it. But there is singeing that is fresh, and vibrates your medallion.

DANCE OF THE WHITE LADY

OBJECTIVES:

- Investigate the ruined tower.
- Talk to the widow about the noonwraith.

Continue to track the footprints as they wind around to the northeast, up the hill towards the looming ruins of Drahim Castle. The footprints end on the battlements, and a large pool of blood, which leads down into the castle cellar. Head down the rickety wooden stairs, discover the last body, and check it over:

- It was dragged here by ghouls, but it wasn't their kill. The skin is unnaturally pale. This must be a noonwraith!

This foe is cunning, and must be summoned by finding something that belonged to her. Return to Helma back at the settlement, and inform her of this fact. She knows the phantom by name (Luzi) whose parents swore her to an elderly smith from the city. Heartbroken, she ran into the fields and slashed her wrists with a silver dagger. She hands it over.

ITEM: Quest Item: Silver Dagger

OBJECTIVE:

- Throw the silver dagger into the fire to lure the noonwraith out.

Return to the campfire where Micko's men lie rotting and approach the flames. After dropping the dagger into the fire, you wait for a frightening, rotting visage to appear—a mournful but vengeful specter. Time to dance!

DON'T SUCCUMB TO SPIRITS!

Consult the Bestiary for better battle tactics against restless spirit. The noonwraith has the following vulnerabilities:

Bomb: Dimeritium

Bomb: Moon Dust

Oil: Spectre

Sign: Yrden

END: AFTER LAYING LUZI TO REST

OBJECTIVES:

- Take a trophy from the noonwraith.
- Collect your reward from Helma.

After Luzi the White Lady finishes her final wail, inspect the tattered remains and gather evidence of your kill. Tie it to Roach, ride back to Helma, and receive your just reward, as the quest concludes.

ITEMS: Noonwraith Mutagen, Essence of Wraith, Specter Dust, Noonwraith Trophy, Crowns

DANGER ALERT — SPOILER ALERT

CONTRACT: DRAGON

Location: Fyresdal (Ard Skellig)
Characters: Vagr, Askel and Nilas, Karli, Mia
Enemies: The Dragon of Fyresdal (Forktail)

THE DRAGON OF FYRESDAL (FORKTAIL)

Gadzooks! It seems a fearsome dragon has infested the lands about Fyresdal, and the notice reads like a fanciful tale. A winged serpent, massive in scale, with a fabled treasure to be claimed by the hero to vanquishes it. Vagn the village elder has further information. Find him by the jarl's longhouse near the signpost. Barter for a higher reward if you wish, then ask about those the dragon killed—Askel and Nilas. You can view their wounds in their home at the northern end of the village.

A TERROR STRAIGHT FROM THE SKJALDS' TALES

OBJECTIVES:

- Talk to the village elder of Fyresdal.
- Nearest Signpost: Fyresdal.

QUESTING DECISIONS

Find the Notice Board in the southern harbor village of Fyresdal (Ard Skellig), or find the remains of a cow in the fields north of the settlement, to begin this quest. The optimal path is discussed in this section.

Vagr

BROTHERS GRIM

OBJECTIVES:

- Talk to the victims' mother.
- Examine the victims' bodies using your Witcher Senses.

Karli

The mother of the two sons lying in readiness for funeral rites is close by, in a house across from Vagr's location. Speak to her as she tends to the bodies of Askel and Nilas. You can ask about where the bodies were found (in a glade past the river). You can also look at the corpses of the two men, after asking permission. Use your Witcher Senses—there are claw and bite marks but no fire damage.

A SHEEP IN SHEEP'S CLOTHING

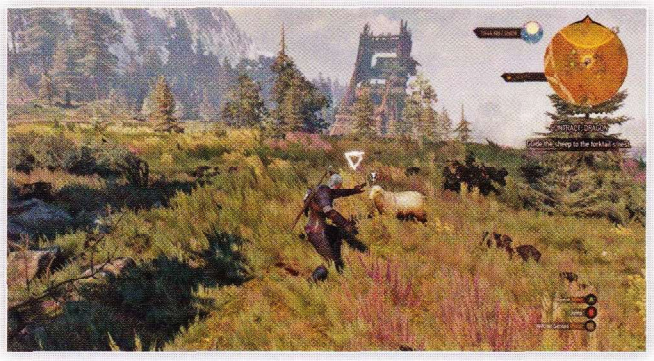
OBJECTIVES

- Use your Witcher Senses to follow the monster's tracks to the site of the attack.
- Follow the monster's tracks using your Witcher Senses.

Travel north out of the village, heading towards a junction in the road. Just past is the corpse of a cow. Use your Witcher Senses to see that this dragon wasn't very strong if it just tore the cow up and left it here. On a nearby rock is cow's blood. Follow the trail of it across the field, heading roughly toward the river, and inspect the corpse of a dog, which was dropped from high up. You peer up at an overgrown siege tower, now the nest of a forktail. Time to rustle up some bait.

OBJECTIVE:

- Talk to the village elder in Fyresdal about bait.



Back at Vagn's longhouse, speak to him about finding an unseasoned sheep. He has one, but it's a bit mangy. And it's difficult to herd. You appear back at the road junction with Mia, a sheep with the listening instincts and controllability of a one-wheeled wagon. Try the following:

Mia

- Use Axii to guide the sheep.
- Approaching it from the left if you want to herd it to the right, and vice versa.
- Back up when you reach the siege tower, after leading the sheep to the vicinity of the dead dog.

The forktail then swoops in once you're at least 20 yards away, so back up to begin combat with this flying beast. Then prepare to clip the wings of this powerful forktail, and slay this pretend dragon!

DON'T LET THIS FIGHT DRAG-ON!

Consult the Bestiary to thoroughly prepare for this large forktail confronation. The flying beast has the following vulnerabilities:

Potion: Golden Oriole

Bomb: Grapeshot

Oil: Draconid

Sign: Aard

END: LYIN' TO VAGN

OBJECTIVES:

- Take a trophy from the forktail.
- Return to the village elder in Fyresdal for your reward.

Cut the head off this forktail, and return to Vagr. Feel free to lie to him when he asks about the fearsome nature of the creature. If he believes you slew a dragon, you receive your full reward. If not, he cuts the reward appropriately. Then the quest concludes.

ITEMS: Forktail Mutagen, Forktail Trophy, Crowns

DANGER ALERT SPOILER ALERT

CONTRACT: HERE COMES THE GROOM

Locations: Svorlag (Spikeroog), Cave of Melusine
Characters: Kevan, Britt, Nils
Enemies: Sirens, Drowners, Melusine (Ekhidna or Siren)

SEARCHING FOR A THOROUGHBRED SKIRT-CHASER

OBJECTIVES:

- Ask Kevan about the contract.
- Nearest Signpost: Svorlag.

QUESTING DECISIONS

This quest is accessible during your exploration of the Isles of Skellige. When exploring the small isle of Spikeroog, visit the Notice Board in the port village of Svorlag to start this quest, or stumble upon the ekhidna cave (and Nils). The optimal path is the former, detailed in this section.

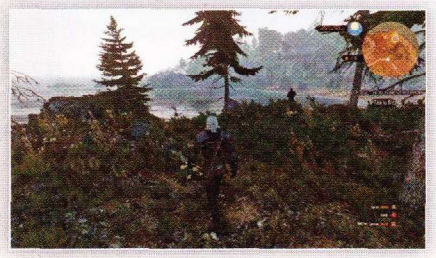
MELUSINE (EKHIDNA OR SIREN)

A pinned note entitled "Nils' Disappearance" requests information on a groomsman named Nils, who has vanished from the village. His bethrothed (Britt) is out of her mind with worry, and Britt's brother has requested help. Find Kevan by the ocean shore fishing hut. He tells you his sister saw a beast carry Nils off. Others reckon he's done a runner, since Britt isn't easy to be around, and Nils had a wandering eye. Barter to increase the reward if you wish, then agree to speak with Britt.

Kevan

OBJECTIVE:

- Talk to Britt.



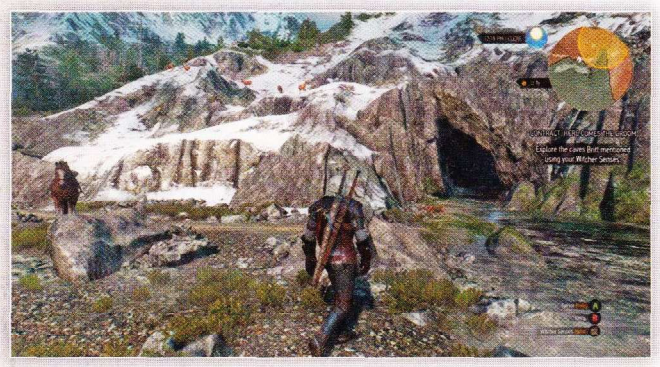
Britt

Dash north along the shoreline, climbing the grassy hill overlooking Svorlag, and you soon spot the forlorn Britt standing atop the cliff. She's a weepy sort, but does mention a "shadow of great wings" taking her beloved into a nearby cave.

THE MAD AND DANGEROUS DEPTHS

OBJECTIVES:

- Explore the caves Britt mentioned.
- Find Melusine in the caves.



Journey south via the wilderness pathway that winds past the Old Watchtower, and down to the southern shore. Or journey by boat. You're looking for a cave opening guarded by a gaggle of sirens. Slay at least three before entering the cave system.

The place stinks of carrion, so prepare for combat with six drowners as you progress down the initial tunnel. This widens into a waterlogged chamber, where a towering primitive altar to the deity Melusine catches your eye (especially if you use Witcher Senses). Turn and head down the southeast tunnel.

Locate the following:

- Odd scales on the altar.
- Siren tracks from a particularly large specimen.
- Scales showing an odd coloration for a siren.

Follow the tunnel, pausing only to climb the right-side ledges and leap to find a treasure chest if you wish. Back in the tunnel, turn the corner to face a great fissure. It seems the old cult of Melusine that used to congregate here prayed to an ancient ekhidna.

The trail in the giant fissure cavern picks up again, as you pass some floating barrels ripe for an Igni explosion. Detonate them if you wish, as three more drowners appear to thwart you. Follow the tracks to ledges on the south side of the chamber, leading to exterior cliffs. Crouch down and examine the corpse of a man lying face down. It is Nils. He's been dropped from a great height.

Something screeches overhead. Britt wasn't lying. Face the mighty Melusine in combat!

HAVE YOUR FORESEEN COMBAT WITH MELUSINE?

Consult the Bestiary for better battle tactics against this flying banshee. The ekhidna has the following vulnerabilities:

Bomb: Grapeshot

Oil: Hybrid

Sign: Igni

Sign: Aard

END: AFTER CLIPPING THE WINGS OF MELUSINE

OBJECTIVES:

- Take a trophy from Melusine.
- Collect your reward from Kevan.
- Tell Britt what happened to her betrothed.

After slicing sections of Melusine to satisfy Kevan's curiosity, journey back to him and explain what happened to Nils. He hopes you might tell Britt, which you can accept or refuse. Choose the former, and she is on the clifftop. Tell her, and she vows to be true to him for the rest of her days. She also hands over a reward for believing her (which you can accept or refuse). The quest then concludes.

ITEMS: Lock of Lamia Hair, Ekhidna Mutagen, Ekhidna Trophy, Crowns

CONTRACT: MISSING SON

Locations: Rannvaig (Ard Skellig), Castle Ruins
Characters: Odhen, Olve
Enemies: Morvudd (Fiend)

MORVUDD (FIEND)

SEEKING ADVENTURE, NEVER TO RETURN

OBJECTIVES:

- Talk to Odhen of Rannvaig.
- Nearest Signpost: Rannvaig (Arg Skellig).

QUESTING DECISIONS

This quest is accessible after you locate the Notice Board in the port village of Rannvaig (western Ard Skellig) and read the message from Odhen there. You can also find Olve's notice (a young adventurer) too, or simply stumble into Morvudd the Fiend on your travels. The optimal path is the former.

Odhen

Odhen of Rannvaig hasn't seen his son Olve since he went off seeking adventure. He offers both payment and prayers to Freya if you'll help find out what happened to his boy. Travel to the shoreline longhouse and find Odhen moping outside. He explains the lad left with some no-good rogues from Faroe and they went exploring the ruins of the fortress east of here. Olve is wearing a yellow tunic, so you can't miss him.

OFF-GUARD, THEN EN GARDE!

OBJECTIVES:

- Examine the castle ruins using your Witcher Senses.
- Kill the fiend.

Summon Roach, gallop uphill in a roughly southeasterly direction. Continue up the path through the wooded hillside, onto the heath, and across to the derelict castle.

Dismount and enter the overgrown courtyard surrounded by the ruined walls. Around one second later, you realize this is the easiest contract investigation you've ever done.

You stumble into the lair of a huge fiend. This is highly dangerous specimen named Morvudd, with unique markings and a frighteful temperament: Let battle commence!

DON'T BE FIEND FOOD!

More haste and less speed! Before entering the castle threshold, it is most advisable to read up on the best ways to slay fiends, courtesy of the Bestiary chapter of this fair tome. The fiend has the following vulnerabilities:

Bomb: Samum

Bomb: Devil's Puffball

Oil: Relict Oil

OBJECTIVES:

- Find the fiend's lair using your Witcher Senses.
- Kill the fiend.

When the fiend is badly wounded, it spits and blinds you temporarily. When you can see again, it has vanished. On the castle grounds is a corpse—only the entrails were eaten. Find the huge hoof prints to gather that the fiend moved southward. Follow the tracks across the stone bridge and the river to the east. Search the ruined settlement where the beast's nest is—it rears up and attacks again. This time you need to finish it off! Afterwards, you can check the corpse with the yellow tunic the fiend was storing for later. Alas, it is Olve.

END: AFTER MORVUDD'S MASSACRE

OBJECTIVES:

- Take a trophy from the fiend.
- Collect your reward.

Once the mighty Morvudd topples to the ground, cut the fiend up into two sets of ingredients and a trophy head to proudly display on Roach's saddle. Now ride back to Odhen, with mixed news regarding his son (dead), and the fiend you slew (also dead), gather your reward, and conclude this quest.

ITEMS: Fiend Dung, Fiend Mutagen, Fiend's Eye, Fiend Trophy, Crowns

Contract: Muire D'Yaeblen

Locations: Kaer Trolde Harbor (Ard Skellig), Kjerag Cliffs
Characters: Bjorg, Rurik, Tove
Enemies: Drowners, Abaya (Water Hag)
Recommended Item: Formula: Drowner Pheromones

Abaya (Water Hag)

SOLVING A DROWNER PROBLEM WITH A SILVER SWORD

OBJECTIVES:

- Talk to the shipbuilder near the Kaer Trolde bay.
- Nearest Signpost: Kaer Trolde Harbor.

QUESTING DECISIONS

This quest is available at the Notice Board close to the wharf of Kaer Trolde Harbor in Ard Skellig. Read the notice to commence this quest.

Bjorg

Rurik the Boatwright's Apprentice

Tove the Skellige Woman

Bjorg the master boatbuilder has a task for you. According to a notice, the muire d'yaeblen (or "drowners") in Kaer Trolde bay are multiplying and have grown so fierce, they are encroaching on travellers leaving the harbor. Speak to Bjorn by the boatyard, and he explains the drowners are meaner than those on the Continent. Rurik (Bjorn's apprentice) and Tove (widow of a man killed by drowners) have seen the ferociousness first-hand. Barter a price for your services if you wish, then begin to search or witnesses.

OBJECTIVE:

- (Optional) Talk to witnesses of the drowners' attack.

Close to Bjorg is Rurik the boatwright's apprentice. He tells you of the time him and his cousin were gathering crab traps off the Kjerag Cliffs, and the dreaded muire d'yaeblen flipped over his boat and drowned his companion.

Along the dockside is Tove, a Skellige woman tending to a tanning rack. After her son was lost, her husband donned his coat and went looking for the boy along the cliffs. He never came home, and was found with deep claw marks all over his corpse.

IN SEARCH OF THE SEAFIENDS

OBJECTIVE:

- Investigate the place where the drowners were seen using your Witcher Senses.

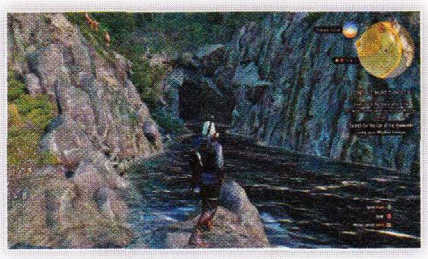
There are two coastal locations that appear on your World Map, both part of the Kjerag Cliffs that protrude on Ard Skellig's western side. *Study them carefully* and rush to the nearer one.

The nearer one is due west of Kaer Trolde, and easily accessible if you travel the path uphill. You may also wish to make the journey by boat. When you reach a small rocky harbor, there is a huge swarm of drowned dad to contend with (or flee from). Afterwards, the stench of the drowners is palpable, and can be followed to the second location.

The second location is southward, farther down the coast. Even though you can reach the location by land, it is easier to take a boat or swim there. When you arrive, there is little but the pounding of waves on the rocks. The stench cloud hits the water, forcing you to dive down in a roughly easterly direction. Swim into a subterranean cave entrance, and follow a trail of footprints using your Witcher Senses. Surface shortly afterward in a long and tight tunnel.

OBJECTIVE:

- Investigate the drowners' lair using your Witcher Senses.



The delightful odor of slime and rotting flesh fills your nostrils. Head deeper into the tunnel, and inspect a junction chamber with a left or right tunnel to head down. Locate the following:

- Right tunnel: Just *inside the entrance is a pelvis, scratched up with long, wide claw marks.*
- Right tunnel: Some bloated and scattered bodies litter the rest of the tunnel. This tunnel leads back outside, so return to the other tunnel area.
- Left tunnel: A cavern with six drowned dead to sever in a whirl of bloody blades. Watch the poison cloud when you're fighting. Use Igni or bombs to light it and severely damage the drowners shrouded in it.
- Left tunnel: A side tunnel slope to the east has an animal carcass and scattered bodies.

Enter the chamber of broken boats. Corpses litter the area, but some are untouched. They appear to be saved for later, which is odd for a drowner. One of the dead has bruises on his neck and a crushed larynx. It seems you aren't dealing with a drower here as much as a water hag.

PERFUME FOR THE LADY

OBJECTIVE:

- Prepare a potion using drowner pheromones and use it to hide your scent.

The hideous hag in these parts won't reveal herself if you don't camouflage your scent, so prepare a potion accordingly. You automatically obtain the formulae for drowner pheromones. Combine the following ingredients with your alchemy knowledge to concoct this potion:

Ingredient	Amount
Puffball	(1)
Dwarven Spirit	(1)
Drowner Brain	(1)
Sewant Mushrooms	(1)

OBJECTIVE:

- Hide in the water hag's lair and wait for the monster to return.

GATHERING INGREDIENTS

Do you want to know more about where to find these ingredients, or the formula? The puffball and sewant mushrooms grow in this cave. The drowner brain is obviously pulled from the drowners you've slain. Buy some dwarven spirit from Kaer Morhen (The New Port Inn, for example).

ITEM: Magic Item: Drowner Pheromones

Afterward, select the completed potion from the Alchemy menu, and place it in the Potions slot on your person. Head back into the chamber of broken boats, and the flabby fiend soon appears. Prepare for combat with Abaya the water hag and up to six drowned dead!

THERE'S MORE THAN MUIRE D'YAEBLEN DOWN HERE!

Aside from the alchemy potion you need to face Abaya the watery bint, consult the Bestiary for better battle tactics. The water hag has the following vulnerabilities:

Bomb: Northern Wind

Oil: Necrophage

Sign: Quen

Sign: Igni

END: NO MUIRE PROBLEMS

OBJECTIVE:

- Take a trophy from the water hag.
- Collect your reward from the shipbuilder.

When the grotesque mess of matted hair and lumpy body parts falls into the fetid water, brandish a knife and cut her head off as a trophy. Then head to the tunnel fork, bear left (east) and exit back into the ocean. Swim to the shore or your boat, return to Kaer Trolde Harbor, and obtain your reward from Bjorg as the quest concludes.

ITEMS: Water Hag Mutagen, Water Hag Trophy, Crowns

DANGER ALERT SPOILER ALERT

CONTRACT: THE PHANTOM OF ELDBERG

Locations: Arinbjorn (Ard Skellig), Mikkjal's Longhouse (Eldberg), Eldberg Lighthouse
Characters: Kori, Kraki, Jorund
Enemies: Ekhidra, Drowned Dead, Dagr, Bilge Hag, Wraith, Harpy, Penitent (Wraith)

PENITENT (WRAITH)

GUESTS ARE NOT WELCOME

OBJECTIVES:

- Talk about the contract with Jorund from Arinbjorn.
- Nearest Signpost: Arinbjorn.

QUESTING DECISIONS

This quest is accessible after you find the Notice Board by the longhouse in northwest Arinbjorn (Ard Skellig).

Kori

Kraki

Jorund, son of Sigvald

Apparently, if a note marked "The Phantom of Eldberg" is to be believed, a dreaded wraith has sprung up on the isle of Eldberg, covering the rugged island in a thick blanket of fog and snuffing the light from the lighthouse. Jorund of Arinbjorn will pay from his own gold if this spirit is driven off. Enter the longhouse next to the Notice Board, and you're stopped by two inhospitable fellows (Kori and Kraki) who don't like foreigners. Before the situation boils over, an older man steps in shoos them away. This is Jorund, son of Sigvald.

Over mead and ale, you can ask about the two pests. They are visitors from the Continent and, more importantly, the reason for the monster contract. It seems a wraith was seen on the shore, no one has returned from investigating this mist-filled promontory, and the lighthouse keeper (Mikkjal) is missing. Barter a price for your services if you wish, then agree to investigate the isle.

OBJECTIVE:

- Investigate the isle of Eldberg and find Mikkjal's lighthouse.

It is a rough trek north toward the three small masses of rock that make up Eldberg Isle. They are connected by ruined bridges, and the going is slow if you venture from the road. Navigate past flapping ekhidra foes and the rotting wreckage of longships run aground. Look for the remains of a bridge to climb up, then onto the remains of a road. Run northward, jumping any gaps to you need to. Navigate onto the second island, facing down any drowned dead and dagr you wish, before reaching the most northern isle of all. Or, you can sail here, which is a little easier.

Mikkjal

This isn't your average mist. Slow down a little, relying more on your minimap as you follow the winding path past a bilge hag attack and up onto the heath. Amid the fog are faint green lights hanging from the ethereal rags of wraiths. Face two of them, before you reach a lonely longhouse. The residence of Mikkjal the keeper. Begin a search using your Witcher Senses. Locate the following:

- A corpse by the drystone wall that almost managed to find cover.
- The front door of the longhouse. Knock on it, and you enter, discovering that Mikkjal is still alive.

Mikkjal explains that the wraiths and fog appeared from nowhere. One of the wraiths knew him by name and seemed to control the mists. Obtain the key from Mikkjal. Optionally search the lighthouse to find a letter proving Mikkjal was responsible for extinguishing the lighthouse, and caused the ships to wreck.

ITEM: Quest Item: Lighthouse Key

OBJECTIVES:

- Find out how to lift the curse.
- Talk to Mikkjal about the penitent.

Venture back out into the mist and follow the precarious path north. Slow down to tackle two wraiths, since running from them may cause you to be overwhelmed by the four harpies along the path. Slay these feathered foes, and two more wraiths before the mist clears and you reach the base of the lighthouse. Locate the following using your Witcher Senses:

- A set of glyphs daubed onto the lighthouse tower. They are symbols of bonding.

It is a curse that keeps the specters here. The spirit in question hasn't appeared to you, and you couldn't kill it in the mists anyway. So head back down to the lone longhouse and tell Mikkjal that Penitent haunts this island. The only way to limit its power is to illuminate the lighthouse. But Mikkjal is no warrior, he must be guarded while he sets the fire.

OBJECTIVES:

- Defend Mikkjal from the penitent until he lights the lighthouse brazier.
- Kill the Penitent.

You arrive at the base of the lighthouse, and leave Mikkjal to run to the tower while you waylay the penitent leering out of the mists. A named wraith (Penitent) begins its assault on you. You can do little but block these attacks. During the fight it disappears, summoning some minion wraiths (once before the lighthouse is lit, then once afterwards). However, a few moments later Mikkjal's oil does the trick, the lighthouse is ablaze, and the mist lifts. Penitent becomes vulnerable to your weapons. Slay this specter!

HOW TO DISPEL CURSED SPECTERS

Consult the Bestiary for better battle tactics against this foul specter. Once you're able to actually harm it, the Penitent wraith has the following vulnerabilities:

Bomb: Moon Dust

Oil: Specter

Sign: Yrden

Sign: Quen

END: STRANGER IN A STRANGE LAND

OBJECTIVE:

- Take a trophy from the penitent.
- Collect your reward from Jorund.

Penitent is dismissed. After speaking to Mikkjal (ordering him to leave the island if you knew he was at fault), head south back to the mainland, and seek out Jorund in Arinbjorn.

You inform him of your triumph and are given a just reward. However, as you leave, you are met by one of the scallywags that annoyed you in this longhouse just before your first meeting with Jorund. This ends in a fight, and Secondary Quest: Stranger in a Strange Land (see page 255) begins automatically.

ITEMS: Essence of Wraith, Wraith Trophy, Crowns

DANGER ALERT

SPOILER ALERT

CONTRACT: WAYLAID TRANSPORT

Locations: Larvik (Hindarsfjall), Hagumban's Nekker Nest
Characters: Thorleif, Sverre
Enemies: Nekkers, Hagumban (Nekker Warrior)

FEAR NO DEATH? LONG FOR FAME IN BALLADS?

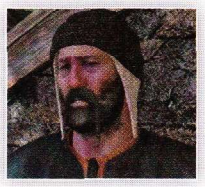
OBJECTIVES:

- Talk to the village elder in Larvik.
- Talk to the warriors.
- Nearest Signpost: Larvik (Hindarsfjall).

Hagumban (Nekker Warrior)

QUESTING DECISIONS

This quest is accessible during your exploration of the Isles of Skellige. Journey to the isle of Hindarsfjall, and find the Notice Board in the port village of Larvik. Or investigate the cave first. The optimal path is the former, and shown below.



Thorleif, son of Bear Haugs

Sverre

A notice marked "Monster on the High Road" piques your interest on the Larvik Notice Board. It calls for a hero. Someone to stand up to the ghastly creature that has been attacking folk on the main road to Larvik. Thorleif, son of Bear Haugs, has set aside a reward for such a fellow. He's found sitting outside his longhouse on the southwestern side of the village. Pry for further information about the creature, and he mentions that Sverre mustered a crew, but only four came back. Barter a price for your services if you wish, before agreeing to the task, and asking for the location of the four survivors.

Travel to the northern part of the village, to a longhouse close to a tree where Sverre is standing with a fellow warrior. They are discussing the enemies who ambushed them—a tactic they weren't sure such base creatures were capable of. Ask Sverre about the attack. You receive a description of the foes, and where the attack took place.

FINDING THE NEST OF A SUBTERRANEAN PEST

OBJECTIVES:

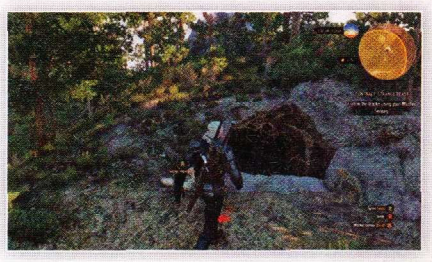
- Find the ambush site.
- Use your Witcher Senses to investigate the ambush site.
- Follow the tracks.

Set off on foot or by horse, travelling northwest along the main road from Larvik to Lofoten. It isn't long before you reach the remains of a cart on a grassy ditch, near the hillside barrows. Utilize your Witcher Senses, and explore the immediate area.

Locate the following:

- The remains of a corpse near the wagon. The victim torn to pieces.
- Across the road are pieces of a victim. The beast must have dragged the shredded body into the woods.
- Adjacent are nekker tracks—looks like a big one. A rare occurrence for this creature.

Follow the tracks roughly northeast. It is only a few steps up a hill to reach a cave mouth—the likely spot for the nekkers' nest.



OBJECTIVES:

- Explore the cave.
- Kill the nekkers in the nest to provoke their pack leader.
- Kill the pack leader.

Drop down into the cave. The tunnel is filled with poison, so you are wise to watch your air supply while holding your breath before you explore. Slay the single nekker at the small pillar room before continuing eastwards down the tunnel. Dispatch two more nekkers at a second pillar room. This toxin seems to protect their nest, but disperses as you reach a ledge overlooking the main nest itself.

Drop down into the nest and slowly edge forward until four nekkers appear. Immediately slice them up, which angers the pack leader enough for him to make an appearance. This evolved, sentient nekker warrior named Hagumban is no push-over. Prepare for combat, and beware of up to three additional waves of nekkers appearing, summoned by their leader, as combat continues.

ANNIHILATING A NEKKER NEST

Consult the Bestiary for better battle tactics against these waves of homunculi. The nekker warrior has the following vulnerabilities:

Bomb: Northern Wind

Oil: Ogroid

END: BACK TO LARVIK WITH HAGUMBAN'S HEAD

OBJECTIVES:

- Take a trophy from the nekker warrior.
- Collect your reward.

With Hagumban dead, search his still-twitching corpse for a couple of ingredients, and gather his head to tastefully display on your horse. Proudly ride back into Larvik, and speak with Thorleif about your victory. He's duly impressed, rewards you with crowns, and the quest concludes.

ITEMS: Nekker Blood, Nekker Eye, Nekker Warrior Mutagen, Venom Extract, Nekker Warrior Trophy, Crowns

GWENT QUESTS

OVERVIEW

From the revolting inns of Velen to the spectacular Royal Castle at Vizima, it seems anyone who is anyone is enjoying the card game known as Gwent. However, this enjoyable pastime can become addictive when you realize there are a large number of cards to find to bolster your deck, improve your chances of victory, and complete your collection. While innkeepers (and some merchants) may sell the more common cards, the following quests allow you to gather many unique Gwent cards, which are critical to your collection.

Before you start your search for Gwent cards, here are a few tactical tips to help you:

ON THE CARDS: GWENT COLLECTING TIPS

Gwent cards are acquired in a number of ways. Be sure you thoroughly inspect the Gwent Collecting Appendix (page 450) for a complete list of cards!

In your Base Deck: You begin with a fair number of cards, which you should employ in your initial games.

Purchased: Some cards can be bought from a trader (a merchant, innkeeper, or shop owner) at a variety of locations.

Won: Some cards must be won from a merchant, innkeeper, or trader. This is anyone, in this guide's Atlas chapter, that offers "Merchants and Repairs" in the Atlas legend. They may (or may not) be a Gwent player. Visit them to see if they play Gwent, and challenge them. If you win, you receive a random card. Having trouble finding a merchant who likes to play Gwent? Then seek out the naming merchants who sell cards; they are usually players, too. The Gwent Appendix chart lists all these people. If you beat a merchant and take their card, you can always play them again for coin.

Gwent Quest: Some cards are acquired during the Gwent Quests listed in this chapter. Individuals in the different realms are faced, one after the other, and their cards acquired once you beat them.

Secondary Quest: There are cards to acquire during a few Secondary Quests too (again, the Appendix lists which quests). Sometime these are won during a tournament (like Secondary Quest: High Stakes, later in this chapter). Sometimes they are a reward.

There is a simple pleasure in challenging Gwent players across these lands, and learning from them. Before returning and fleecing them for a card and coins, obviously.

OFF THE CARDS: KNOW WHEN TO HOLD 'EM!

You may be wondering what happens if someone who is holding Gwent cards dies. Do your chances of gathering cards vanish? No; any foes that die or depart an area leave their cards in the place they are usually found, or give you their cards automatically.

AVAILABLE QUESTS

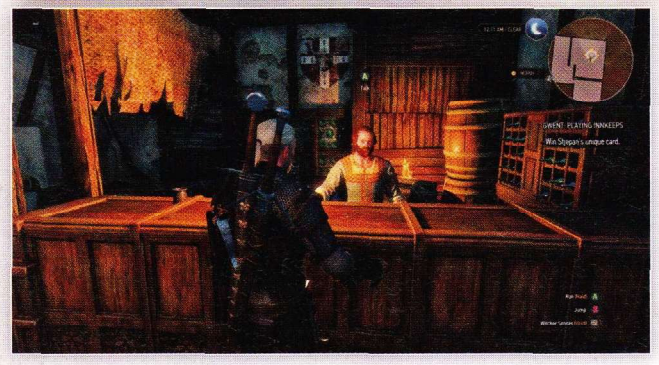
There are a total of seven quests specifically related to Gwent, although all of them except Secondary Quest: High Stakes are freeform in nature. They are presented as follows:

GWENT SECONDARY QUESTS		
Territory Location		Page #
	Secondary Quest: Gwent: Playing Innkeeps	308
	Secondary Quest: Gwent: Velen Players	309
	Secondary Quest: Gwent: Big City Players	309
	Secondary Quest: Gwent: Old Pals	309
	Secondary Quest: Gwent: Skellige Style	310
	Secondary Quest: Gwent: Collect 'em All!	310
	Secondary Quest: High Stakes	311

DANGER ALERT

SPOILER ALERT

GWENT: PLAYING INNKEEPS



PLAYING FOR (INN) KEEPS

OBJECTIVE:

- Win [the innkeeper's] unique card.

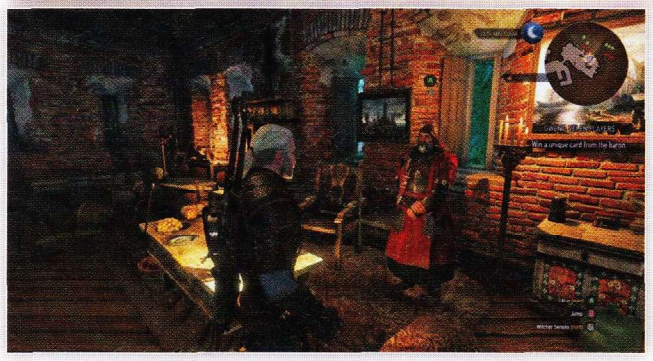
In areas where there's an inn—the more populated villages and towns across Velen, Novigrad, and Skellige—there is usually an innkeeper with some Gwent cards to sell. However, some innkeeps are also rather proficient at Gwent, and have a unique card to play for. Either find an inn or tavern, or a Notice Board letter requesting you to beat a top-notch opponent, and go off and challenge him.

In this example, the city of Oxenfurt is visited, and The Alchemy Tavern off the main square is the location in the game. Stjepan the barkeep is the man to be challenged. Offer to play him, beat him in a game, and you acquire his card—in this case the Yennefer of Vengerberg card. Then a subsequent innkeeper becomes available (but not until the first is defeated). The following innkeepers offer you unique Gwent cards to collect:

Name of Innkeeper	Location	Gwent Card to Win
Stjepan	The Alchemy Inn (Oxenfurt)	Yennefer of Vengerberg
Oliver	The Kingfisher Inn (Novigrad)	Tibor Eggebracht
Barkeep	Inn at the Crossroads (Velen)	Menno Coehoorn

DANGER ALERT SPOILER ALERT

GWENT: VELEN PLAYERS



Despite the war-torn nightmare of Velen and No Man's Land, there are some significant players in this region—usually folk you already know and have spoken to during quests or those well-known in the area. Either find a settlement or location where your opponent is, or a Notice Board letter requesting you to beat them in order to win a unique card.

In this example, there's a notice pinned to the board at Crow's Perch, challenging you to a match with the Bloody Baron himself. Offer to play him, beat him in a game, and you acquire his card—in this case the Sigismund Dijkstra card. Then, a subsequent Gwent player becomes available (but not until the first is defeated). The following players offer you unique Gwent cards to collect:

Name of Player	Location	Gwent Card to Win
Baron Phillip Strenger	Crow's Perch	Sigismund Dijkstra
Old Sage	Benkelham	Crone: Weavess*
Boatmaker	Oreton	Letho of Gulet*
Haddy the Gwent prodigy	Midcopse	Vernon Roche

(* Beat either the old sage or the boatmaker (or both) to access Haddy)

THE VERY BEST OF NO MAN'S LAND

OBJECTIVE:

- Win a unique card from [the Velen player].

DANGER ALERT SPOILER ALERT

GWENT: BIG CITY PLAYERS

The bustling free city of Novigrad has a few extremely proficient Gwent players, each with their own unique cards that they are apt to wager. As you may have guessed, you can stride up and speak to them about other matters, and then choose a game of Gwent as it comes up in conversation. Or, you can find clues to a possible player by reading notices on boards throughout the city.

In this example, there's a notice pinned to the board in Hierarch Square, mentioning that "Vimme Vivaldi" is a cheat. While this isn't the case, he is a tough opponent. Head over to his bank (where you can also exchange orens for crowns) and beat him in Gwent. Only then can you add the fabled Vesemir card to your deck! Then a subsequent Novigrad player becomes available (but not until the first is defeated). The following players offer you unique Gwent cards to collect:

Name of Player	Location	Gwent Card to Win
Vimme Vivaldi	Bank of Vivaldi (Hierarch Square)	Vesemir
Marquise Serenity	Passiflora	Morvran Voorhis
Sigismund Dijkstra*	Bathhouse	Esterad Thyssen
Scoia'tael Trader*	Camp just southwest of Novigrad, west of Farcorners, in the woods. Relatively close to (northwest of) Lucian's Windmill.	Cirilla Fiona Elen Rianno

(*If Dijkstra is dead, the trader is the sole merchant player)

FABLED CARDS IN THE BIG CITY

OBJECTIVE:

- Win [the Novigrad player]'s unique card.

DANGER ALERT SPOILER ALERT

GWENT: OLD PALS

Those you trust to help you on your adventures can sometimes provide you with some extremely helpful Gwent cards, if you know who these folk are, and where they like to hang out. Usually there's no indication on Notice Boards of their intentions. You need to speak to the friends listed in the table below and challenge them when you next see them.

In this example, a stroll to the Rosemary and Thyme in Novigrad is in order. Zoltan Chivay is about to surrender his unique card (Eithné). Then a subsequent "Old Friend" becomes available (but not until the first is defeated). In addition, the following friends of Geralt offer you unique Gwent cards to collect:

Name of Player	Location	Gwent Card to Win
Zoltan Chivay	Rosemary and Thyme (Novigrad)	Eithné
Vernon Roche	Temerian Partisan Camp (Gustfields)	Saskia/Saesenthessis
Lambert	Kaer Morhen	Triss Merigold
Thaler	Troll Cave or Novigrad*	Geralt of Rivia

(* If Secondary Quest: A Deadly Plot (page 130) hasn't been completed, you have an additional objective to find Thaler)

FAMILIAR FRIENDS: UNIQUE CARDS

OBJECTIVE:

- Win [the player]'s unique card.

DANGER ALERT SPOILER ALERT

GWENT: SKELLIGE STYLE

Across the wild and windswept isles of Skellige, there's a new craze in town. The winning of Gwent, and the acquiring of new cards. Hints are provided in the form of Notice Board letters that prompt this quest to begin. Then simply head to the indicated location, where a Skelliger is willing to bet a unique card.

In this example, a Notice Board in Kaer Trolde harbor mentions that the druid Ermion is a keen Gwent player, and happy to give lessons. Traveling to Gedyneith, we play him under the sacred oak of his forebearers, and hope to win the unique Leshen card from him. Then a subsequent Skellige player becomes available (but not until the first is defeated). In addition, the following Skelligers offer you unique Gwent cards to collect:

Name of Player	Location	Gwent Card to Win
Ermion	Kaer Trolde or Gedyneith	Leshen
Crach an Craite	Kaer Trolde	Draug
Sjusta the Tailor	Kaer Trolde Harbor	Yaevinn
Gremist the druid	Gedyneith	Avallac'h
"Madman" Lugos	Kaer Muire	Vampire: Katakan

WILD ISLANDERS: NEW CARDS

OBJECTIVE:

- Win a unique card from [the player].

DANGER ALERT SPOILER ALERT

GWENT: COLLECT 'EM ALL!

THIS WAY MADNESS LIES...

OBJECTIVE:

- Complete your collection of unique cards.

This just might be the most difficult, non-combative quest you'll ever undertake! To complete it, you must collect every single card of each type; a total of 120 cards, from the 199 available cards. The other 79 cards are duplicates (for example, there are three "Ghoul" cards you can find, but you only need one for this quest objective).

COMPLETING YOUR COLLECTION

The Appendices chapter (page 450) has a complete list of every card, along with how it can be collected.

The following table details how to gather all the cards you need:

Way to Obtain Card	Random?	Neutral Cards	Northern Realms Deck	Nilfgaard Deck	Scoia'tael Deck	Monsters Deck	Leaders
Base Deck (you start with these)	No	7	21	1	0	0	4
Purchase from a Trader (in all Territories)	Yes	9	10	24	16	15	4
Win from a Merchant or Crafter	Yes	8	2	8	15	19	1
During Secondary Quest: A Dangerous Game (page 123)	No	0	1	1	1	0	0
During Secondary Quest: A Matter of Life and Death (page 125)	No	1	0	0	1	1	0
During Secondary Quest: Following the Thread (page 223)	No	0	0	0	0	1	0
During Secondary Quest: Shock Therapy (page 254)	No	0	0	0	1	0	0
During Secondary Quest: High Stakes (page 311)	No	0	0	0	0	0	4
During Gwent Quest: Playing Innkeeps (page 308)	No	1	0	2	0	0	0
During Gwent: Velen Players (page 309)	No	0	2	1	0	1	1
During Gwent Quest: Big City Players (page 309)	No	2	1	1	0	0	1
During Gwent Quest: Old Pals (page 309)	No	2	0	0	2	0	0
During Gwent: Skellige Style (page 310)	No	1	0	0	1	3	1
TOTAL: 199		31	37	38	37	40	16

SECONDARY QUEST: HIGH STAKES

Locations: St. Gregory's Gate, Passiflora, Northern Dock Warehouse, Kingfisher Inn
Characters: The Sneezing Scribe, Madame Sasha (Cantarella), Patrick Hazelnut, Bernard Tulle, Finneas, Count Tybalt, Tim Knott, Harald Featherbuns, Bramble Fruntenstroch
Enemies: Bernard's Men
Recommended Item: 1,000 Crowns. Above-average Gwent deck.

COUNT TYBALT'S GWENT TOURNAMENT!

OBJECTIVES:

- Find the scribe in the Passiflora and sign up for the high-stakes Gwent tournament.
- Nearest Signpost: St Gregory's Bridge.

QUESTING DECISIONS

This quest begins when you locate a note on a Notice Board, such as the one in the upper square, close to St. Gregory's Bridge in Novigrad.

GWENT MASTERY: A NECESSITY!

To complete this quest, you must be proficient in the fine and cunning art of Gwent card playing. Please consult the section of the guide devoted to Gwent (Training page 41, Gwent Card Collecting page 450), and when you are about to face your Gwent opponents.

The Sneezing Scribe

Find the notice inviting all to the Passiflora (Novigrad's fanciest of brothels), where Count Tybalt is proudly hosting the fanciest of Gwent tournaments. There are fabulous prizes, and there is an entrance fee, and it requires an above-average deck. Travel across the upper square to the tall brick structure (the Passiflora), and push past the thronging crowds to the ground level, where a sneezing scribe must be talked to. Show him:

- (Gwent Deck) Your above-average Gwent deck.
- (1,000 Crowns) Your entry fee. You can't begin until you've paid it.

If everything is order, the riff-raff are expelled, and you're free to mingle with the Gwent players and their entourages prior to the start.

ALL HANDS ON DECK

What constitutes an "above-average Gwent deck"? Well, the cards in your Gwent collection is based on a system that counts specific cards (accessed by beating Gwent opponents), and assigning them a "Tournament Value". This information isn't shown to you.

The value can range from 0 to 7 points, depending on the card's abilities and power. The nearby table lists every Gwent card with a Tournament Value. The higher, the better! To take part in this tournament, the sum of your Tournament Value points in your deck must be bigger than 70. It doesn't matter if you have a few powerful cards, or a load of weaker ones.

So what's the fastest way to reach a deck worth 70 "Tournament Value Points" or more? Beat the following opponents in the Gwent quests of this chapter! Of course, this isn't the easiest way to reach the total, as these Gwent players a no pushover! If you're finding them too tough, look for the cards listed in the table instead.

Opponents to beat:

OPPONENT	LOCATION	QUEST	GWENT CARD TO WIN
Olivier	The Kingfishor Inn (Novigrad)	Gwent: Playing Innkeeps	Tibor Eggabracht
Barkeep	Inn at the Crossroads (Velen)	Gwent: Playing Innkeeps	Manno Coehoorn
Boat Maker	Oreton (Velen)	Gwent: Velen Players	Letho of Gulet
Haddy the Gwent Prodigy	Midcopse	Gwent: Velen Players	Vernon Roche
Marquise Serenity	Passiflora (Novigrad)	Gwent: Big City Players	Morvran Voohris
Sigismund Dijkstra	Novigrad Bathhouse	Gwent: Big City Players	Esterad Thyssen
Scoia'tael Trader	Scoia'tael Camp (west of Farcorners)	Gwent: Big City Players	Cirilla Fiona Elen Rianno
Zoltan	Rosemary and Thyme	Gwent: Old Pals	Eithné
Vernon Roche	Temerian Partisan Camp (Gustfields)	Gwent: Old Pals	Saskia/Saesenthessis
Thaler	Troll Cave or Novigrad	Gwent: Old Pals	Geralt of Rivia
Ermion	Kaer Trolde or Gedyneith	Gwent: Skellige Style	Leshen
Crach an Craite	Kaer Trolde	Gwent: Skellige Style	Draug

POWERFUL CARDS TO FIND

The following table shows the cards that have a Tournament Value associated with them. Find these first! Where are they? Check the Gwent Collecting Appendix!

Name	Power	Tournament Value
Impenetrable Fog	—	1
Biting Frost	—	1
Torrential Rain	—	1
Clear Weather	—	1
Riordain	1	1
Vesemir	6	2
Dandelion	2	2
Emiel Regis Rohellec Terzieff	5	2
Zoltan Chivay	5	2
Plague Maiden	5	2
Fire Elemental	6	2
Ida Emean	6	2
Cahir Mawr Dyffryn aep Ceallach	6	2
Vampire: Katakan	5	3
Yaevinn	6	3
Crone: Weavess	6	3
Villentretenmerth	4	3
Vampire: Bruxa	4	3
Vampire: Garkain	4	3
Arachas Behemoth	6	3
Crone: Brewess	6	3
Dennis Cranmer	6	3
Filavandrel	6	3

Name	Power	Tournament Value
Stefan Skellen	1	4
Milva	10	4
Avallac'h	0	5
Sigismund Dijkstra	4	5
Triss Merigold	7	5
Yennefer of Vengerberg	8	5
Shilard Fitz-Oesterlen	4	5
Vernon Roche	10	6
Esterad Thyssen	10	6
Letho of Gulet	10	6
Menno Coehoorn	10	6
Morvran Voorhis	10	6
Tibor Eggebracht	10	6
Eithné	10	6
Saskia/Saesenthessis	10	6
Draug	10	6
Leshen	10	6
Philippa Eilhart	10	6
Imlerith	10	6
Geralt of Rivia	15	7
Cirilla Fiona Elen Riannon	15	7
Kayran	10	7

OBJECTIVE:

- Mingle with the other contestants.

Madame Sasha

Patrick Hazelnut

Bernard Tulle

Finneas

Count Tybalt

You meet one of the contestants—a comely woman named Sasha who talks to you about the rest of the players, and their hangers-on. She tells you of Patrick Hazelnut, who never goes anywhere without his three warrior women (with other talents, too). There's Bernard Tulle, a halfling farmer. There's Finneas, a half-elf who hates outcasts (rather odd, considering his lineage). And of course, there's Count Tybalt himself, who is reputed to be fabulously wealthy. Mingle in the room, visiting Patrick, Bernard, and Finneas, and discover Sasha's overviews are very accurate. Then the count appears. After laying down the rules, and randomly assigning your first opponent (Bernard Tulle), the tournament begins!

IT'S ON THE CARDS: HIGH STAKES PLANS

What about Tim Knott? Or Harald Featherbuns? Or even Bramble Fruntenstroch? These are contestants too, but are faced by your main opponents in the opening rounds, and you won't play them now.

Not sure you'll win against this halfling mushroom-picker? Then it's wise to save your progress before each and every match.

Did you lose your match? Then Sasha comes over, asks about the deal, and you must agree to it. If you do, you can stay until the matches conclude, but can't partake in any more of them. This quest isn't named "High Stakes" for nothing, you know!

THREE BOUTS AND A BEATING

OBJECTIVE:

- Win your match against Bernard Tulle.

Sit down and play your first match with Bernard Tulle, who is a most gracious loser.

OBJECTIVES:

- Meet Sasha on the balcony.
- Win against Sasha.
- Return to the common room.

Afterward, Sasha heads over for a talk. She won her round, too. She also asks if you're interested in hearing a proposition from her. Answer in the affirmative. Or don't, the next round starts anyway.

Follow Sasha outside, where she asks whether you'd be interested in helping her steal the count's treasures. You also learn how she knows of you (through the sorceress Fringilla Vigo), as well as a different type of reward if you win the tournament outright.

OBJECTIVES:

- Win against Sasha.
- Win against Finneas.
- Defeat Finneas.

As luck would have it, you are paired with Sasha, but she isn't about to give up without a battle of cards.

Your third bout is against the pompous Finneas. Find his table, sit down, and give him another reason to hate mutants.

Assuming you win, Finneas rants about how he wants to gouge out your devilish eyes. Stand up, then knock Finneas about the place with your fists until he's unconscious.

FLEECING AT THE PASSIFLORA

OBJECTIVES:

- Win against Count Tybalt.
- Follow the guard to the crime scene.
- Investigate the crime scene.

The count congratulates you on both your victories. Now sit down with him, and win your final bout with the count!

Whether you win or lose, to the victor goes the spoils… well, they would if they hadn't just been stolen! Sasha was in the same room as you, so she wasn't responsible. Agree to recover the coin with her. She immediately uses her verbal charms on a guard, and allows you upstairs to where the coin was stolen.

Once the guard departs, use your Witcher Senses to uncover the following:

- A corpse showing wounds struck at odd angles.
- Something heavy, dragged onto the terrace.
- Go onto the terrace, and inspect a crossbow bolt with a line tied to it. The line has been cut. It was probably used to lower the sack of coin to an accomplice below.

OBJECTIVES:

- Check the clues behind the brothel.
- Check where the tracks lead to.

Descend through the Passiflora to the cobblestone streets outside, moving to the fountain (northeast of the building) where the other end of the rope may be found. Use your Witcher Senses to spot it, and the faint smell of cinnamon. Follow the clouds of scent to a fallen crate on the nearby street. Sasha notices the guild markings belong to a trading company. She tells you where the ship had off-loaded its shipment of spices.

BERNARD'S BAG OF CROWNS

OBJECTIVES:

- Meet Sasha at the warehouse.
- Find a way to get into the warehouse.
- Climb up into the warehouse.
- Check what's going on.
- Defeat Bernard and his goons.

Head to the northern side of the Docks district, and locate the last warehouse along the wharf. Sasha stands there, telling you there are six fellows of disrepute inside. With the front door locked, go around to the rear of the structure, and look for the loading window about the wooden scaffolding. Clamber up onto it, go into the warehouse, and drop down inside. A few moments later, you catch the thieves.

It seems your diminutive Gwent opponent was picking more than just mushrooms in preparation for this heist. After revealing Sasha's true role in all of this, Bernard sets his goons on you. There's Bernard and his five men to cut down to a size smaller than a halfling.

END: IT'S DEFINITELY ON THE CARDS

Sasha wants half the loot. Accept her invitation for dinner at the Kingfisher Inn, and learn her true name—Cantarella (or at least, as close as you're going to get to know). At dinner, talk soon turns to heading upstairs. You can:

- Agree, and spend some quality time in one of the Kingfisher Inn's bedrooms, uncovering more about Sasha.
- Disagree, and spend the night counting your cards, instead of girding your loins.

The quest concludes.

Carnal Knowledge: Madame Sasha.

ITEMS: Crowns, Gwent Cards: The Relentless, Destroyer of Worlds, Queen of Dol Blathanna

THE HEROES' PURSUITS

OVERVIEW

In addition to saving the Northern Realms from the threat of the Wild Hunt, there are additional activities you can try; and two of these pastimes are fistfighting and horse racing. The former allows you to hone your unarmed fighting skills, and should be undertaken after reading up on the Training section dedicated to this activity. The latter enables you to equip Roach with additional saddlebags, saddles, and blinkers that help you store more equipment, increase your horse's Stamina, and reduce Roach's panic level. All are well worth attempting; the horse races as soon as possible.

AVAILABLE QUESTS

There are a total of 13 Fistfights to attempt (four in Velen, four in Novigrad city, and four in Skellige, with a final champion bout in Skellige once all previous 12 fistfights are completed.

There are a total of six horse racing quests; three races in Crow's Perch counting as one quest; four races in Velen counting as one quest, and four races across Skellige, counting as four quests. They are presented as follows:

THE HEROES' PURSUITS

Territory Location		Page #
	FISTFIGHTS	
	Fists of Fury: Velen	315
	Fists of Fury: Novigrad	316
	Fists of Fury: Skellige	317
	Fists of Fury: Champion of Champions	318
	HORSE RACES	
	Races: Crow's Perch	319
	Races: The Great Erasmus Vegelbud Memorial Derby	320
	The Heroes' Pursuits: Fayrlund	321
	The Heroes' Pursuits: Fyresdal	322
	The Heroes' Pursuits: Kaer Trolde	322
	The Heroes' Pursuits: For the Goddess' Glory!	323

FISTS OF FURY

OVERVIEW: IT'S A KNOCKOUT

Throughout your travels, you may encounter a throng of excitable townsfolk baying for one of two pummeling pugilists. These are (unsanctioned) fistfights, and there are 13 to attempt (four in Velen, four in Novigrad, and five in Skellige), each with varying degrees of difficulty. All are optional, but you must defeat the first three opponents in each land mass before the fourth can be faced. Should you defeat all 12, a thirteenth and final bout is offered.

BOXING CLEVER

It's incredibly helpful to read up on the tactics to use for fistfights that are detailed in the Training chapter of this guide. Be sure to familiarize yourself with the correct moves and timing, any potions you can take, and other cunning plans, before attempting any of the following bouts of fisticuffs.

In most cases, simply find the bookie (or fightmaster in some parts of Skellige) who oversees the fight, and speak to him. He'll ask how much you want to bet on yourself. Choose an amount, before you're introduced to your rival. Then, better him in a one-on-one fistfight. No weapons are allowed.

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: FISTS OF FURY: VELEN

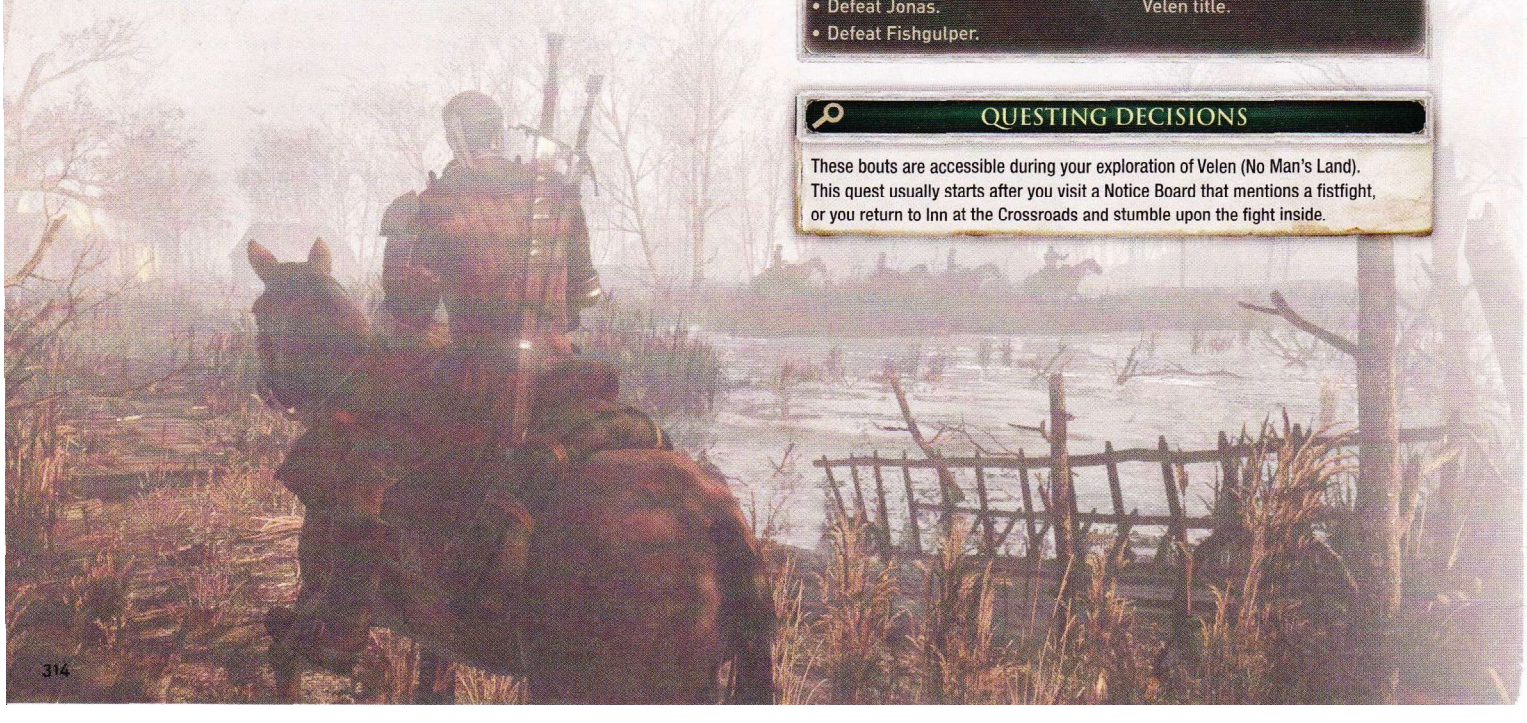
Locations: Inn at the Crossroads, Blackbough, Lindenvale, Crow's Perch
Characters: Bookies, Blacksmith, Jonas, Stan "Fishgulper", Sergeant

OBJECTIVES:

- Defeat Smithy.
- Defeat Jonas.
- Defeat Fishgulper.
- Fight the sergeant for the Velen title.

QUESTING DECISIONS

These bouts are accessible during your exploration of Velen (No Man's Land). This quest usually starts after you visit a Notice Board that mentions a fistfight, or you return to Inn at the Crossroads and stumble upon the fight inside.



FISTFIGHT 1: SMITHY, OF THE INN AT THE CROSSROADS

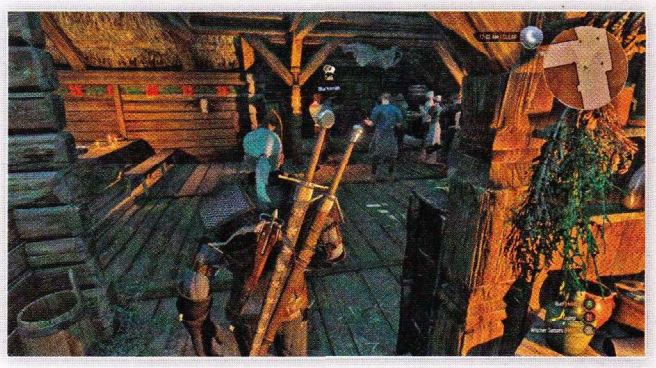
RECOMMENDED BET AND ODDS:

- GO ALL OUT!

Blacksmith

Visit the Inn at the Crossroads for your first bout in Velen. Your battle is with the local smithy. He's a pushover (though fists are better than shoving). Afterwards, the bookie mentions Jonah from Blackbough, and Fishgulper from Lindenvale—defeat them to claim the title as champion of Velen.

ITEM: Up to 140 Crowns



FISTFIGHT 2: JONAH OF BLACKBOUGH

RECOMMENDED BET AND ODDS:

- GO ALL OUT!

Jonas

Travel to the ground outside the tavern in Blackbough, and speak to the bookie, who mentions his man Jonas likes to bite. Quiz him about this if you wish, then face off with that fellow who winked at you. After some parrying and pummeling, this gent provides little trouble.

ITEM: Up to 100 Crowns

FISTFIGHT 3: FISHGULPER OF LINDENVALE

RECOMMENDED BET AND ODDS:

- GO ALL OUT!

Stan "Fishgulper"

Speak to the bookie along the main thoroughfare of Lindenvale, near the Notice Board, and sign up to fight Fishgulper. Stan speaks earnestly before the fight, urging you to throw the bout so you lose, and he can remain claim a sack of flour as a prize in this downtrodden hole. Agree (you can try again afterwards) or dismiss his plea. Fight and finish him if you wish to progress.

ITEM: Up to 140 Crowns

FISTFIGHT 4: THE SERGEANT OF CROW'S PERCH

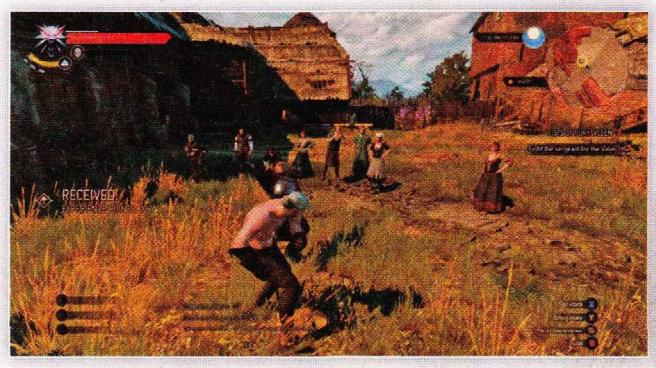
RECOMMENDED BET AND ODDS:

- Minor Threat. Bet high, but not the maximum if you don't have the practice.

Sergeant

The current champion of Velen is the sergeant over at Crow's Perch. Gallop there once the first three adversaries are pummelled. Journey up into the upper courtyard close to the stables, where a small crowd has gathered. The bookie or the bruiser called the sergeant can be chatted to, and the bout started. With some well-timed counters and retaliation, you can reduce this ugly thug to a heap in the grass, and collect your winnings. Congratulations! You are the Champion of Velen!

ITEM: Up to 160 Crowns



SECONDARY QUEST: FISTS OF FURY: NOVIGRAD

Locations: Golden Sturgeon (Novigrad), Portside Gate, Southern Gate, Glory Gate, Farcorners
Characters: Bookies, Master Claytop, Georgius "Piledriver" Georg, Patty Gruber, Archibald O'Neill, Captain "Iron" Mortimer, Durden the Tailor

QUESTING DECISIONS

These bouts are accessible during your exploration of Novigrad, and its northern surroundings. You usually gain knowledge about the first three bouts by reading a note pinned to a Notice Board in this city.

OBJECTIVES:

- Defeat Georgius Georg.
- Defeat Archibald O'Neill.
- Defeat Iron Mortimer.
- Fight the Tailor for the Novigrad title.

FISTFIGHT 1: GEORGIUS GEORG OF THE GOLDEN STURGEON

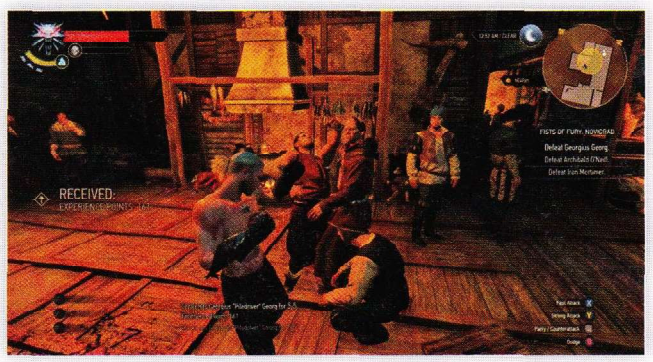
RECOMMENDED BET AND ODDS:

- Take Claytop's Offer.

Master Claytop

Georgius "Piledriver" Georg

Just north of the east-west canal, along the dockside of west Novigrad, is the Golden Sturgeon tavern. Inside, a likely lad named Georg is waiting to pulverize you. Master Claytop greets you. Accept the challenge from him, bet on yourself, and after the announcement, Claytop murmurs something about "engaging in an enterprize." Or throwing the fight. You can agree, or refuse (or agree and then win). It's a good idea to go with the subterfuge, since you can simply challenge Georg again and win, afterwards, and bank two purses. Just don't bet on yourself to win the first time!



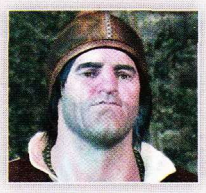
ITEM: Up to 160 Crowns, double if "cheating"

FISTFIGHT 2: ARCHIBALD O'NEILL OF THE PORTSIDE GATE

RECOMMENDED BET AND ODDS:

- GO ALL OUT!

Patty Gruber



Archibald O'Neill

Journey to the filthy alleys and push past the fisstech addicts, just inside the Portside Gate, and locate the dingy fighting corner where Patty Gruber the bookie awaits. Face off against Archibald, who is a little tougher than the previous folks you've faced. Counters and pummelling is the plan, after which you're urged to face the captain of the guard.

ITEM: Up to 100 Crowns

FISTFIGHT 3: IRON MORTIMER OF THE SOUTHERN GATE

RECOMMENDED BET AND ODDS:

- GO ALL OUT!

Captain "Iron" Mortimer

Through the brick arches and among the overgrown alleyways inside the Southern Gate, lies a fighting courtyard of mud. There is a bookie here that is happy to take your money, and put you up against the mighty Mortimer. He's a tough, sinewy chap with a constitution to match his name, so more counters than usual are necessary. Timing and patience are required. Once you land a successful counter, make sure to follow one or two quick jabs with a heavy punch before withdrawing before he can regain his composure. Afterwards, you receive the honor to fight Novigrad's champion.

ITEM: Up to 190 Crowns

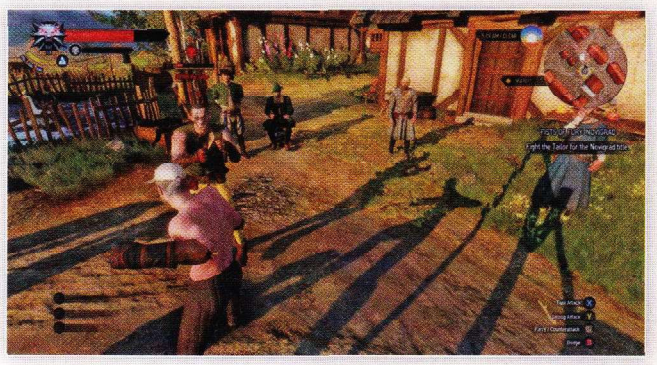
FISTFIGHT 4: DURDEN THE TAILOR OF FARCORNERS

RECOMMENDED BET AND ODDS:

- Medium Threat. Reduce bet if not comfortable with counter attacks yet.

Durden the Tailor

Travel out of Glory Gate, and into the settlement of Farcorners, once sunset begins (or later), in order to find the fighting den in these parts. Durden tries some psychology on you before the fight. React or ignore him as you wish. Then, start the lengthy process of whittling the elf's health down to naught. The elf is fast, so stay on your guard, block and use counters wisely but do not get caught up in too many chain attacks as he will be able to give you the slip. Congratulations! You are the Champion of Novigrad!



ITEM: Up to 240 Crowns

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: FISTS OF FURY: SKELLIGE

Locations: New Port Inn, Kaer Trolde Harbor (Ard Skellig), Ringvold (Faroe), Arinbjorn (Ard Skellig), Urialla Arena (An Skellig)
Characters: Valgard, Eryka, Einar, Grim, Olaf

QUESTING DECISIONS

These bouts are accessible during your exploration of the Isles of Skellige. You usually gain knowledge about the first three bouts by reading a note pinned to a Notice Board, or by stumbling into the first fight in Kaer Trolde Harbor.

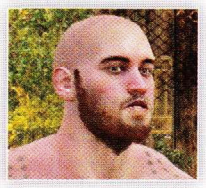
OBJECTIVES:

- Defeat Valgard.
- Defeat Einar.
- Defeat Grim.
- Defeat Olaf.
- Talk to the fight organizer.

FISTFIGHT 1: VALGARD OF KAER TROLDE

RECOMMENDED BET AND ODDS:

- GO ALL OUT!



Valgard

Eryka

Visit the New Port Inn, along the shore north of Kaer Trolde Harbor, below the looming keep. Speak with the fightmaster, and then Valgard. He hopes you might throw the fight in order to make him seem more of a man to his ladyfriend Eryka. You can agree, or refuse. Choose the latter, and Eryka looks disgusted and leaves Valgard after you pummel him to a defeat. Choose the former, and stop fighting so you lose, and Eryka will be impressed by Valgard's victory.

Someone's getting lucky tonight (you can always retry the bout afterwards). He will block a lot and it is very hard to spam him with fast attacks, as he will counter very often. He will stay in guard if assaulted. It is best to counter his attacks and retaliate after a successful one. His heavy attacks deal a lot of damage, so avoid them at all costs. Then the fightmaster reveals two more worthy opponents to best.

ITEM: Up to 140 Crowns, Gnomish Silver Sword Diagram

FISTFIGHT 2: EINAR OF RINGVOLD

RECOMMENDED BET AND ODDS:

- GO ALL OUT!

Einar

Journey to the isle of Faroe, southeast of Ard Skellig, and visit the hamlet of Ringvold. The swarthy folks here are ready to fight at a moment's notice. Top of the heap is the tattooed nightmare known as Einar. Madman Lugos' bastard, and he takes after his dad. He's quite tough. Einar will attempt to dodge most of the attacks and he is very dangerous and relentless up close. He will combo attacks if the player is in melee range and can deprive Geralt of all Stamina if he decides to block too many attacks. It is best to stay far away from him and try to attack when his guard isn't up. Countering can work well, too but beware if you mistime one Claim your reward afore ye go.

ITEM: Up to 140 Crowns, Heavy Armor Diagram

FISTFIGHT 3: GRIM OF ARINBJORN

RECOMMENDED BET AND ODDS:

- GO ALL OUT!

Grim

On the windswept, southwest heath, close to Arinbjorn in northwestern Ard Skellig, there are a group of islanders waiting for a challenger like you to better their man-mountain, Grim. This lumberjack is more of a defensive oriented fighter. It is unwise to try and mash him. He will stay in guard when he is being hit. He excels in using heavy attacks after you open up his guard. He will not dodge , only block. He can be aggressive if you get too close. You can exploit the timing in Grim's heavy attacks to get a fast attack in, before the heavy hit lands. Countering opens Grim up to retaliation as well.

ITEM: Up to 140 Crowns

FISTFIGHT 4: OLAF THE HAIRY OF AN SKELLIG

RECOMMENDED BET AND ODDS:

- DANGEROUS!!

Olaf

For your penultimate bout, sail to the small island of An Skellig. Continue to the northeast of the main land mass of Ard Skellig. Locate the circular arena to the east of the main settlement of Urialla Harbor, and stay atop the watching perimeter, until you find the bookie. You can listen to the history of the tradition regarding fights here, before descending into the arena via the main doors. Where a giant bear pads out to maul you! Olaf's paws are terribly vicious, so additional dodging is necessary, and quick darts in and out while patiently waiting for an opening is the order here. Attack from the sides or behind, especially when he roars. When Olaf finally falls, speak to the bookie. Congratulations! You are Champion of Skellige!

ITEM: Up to 180 Crowns, Gwestog

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: FISTS OF FURY: CHAMPION OF CHAMPIONS

Location: Hov (Spikeroog)
Characters: Errant Troll

QUESTING DECISIONS

This final bout is only available once you've completed Fists of Fury: Velen, Novigrad, and Skellige, and you've finished Secondary Quest: Master of the Arena (page 261) and removed the wraith from Spikeroog's legendary arena.

OBJECTIVE:

- Kill or be killed.

FISTFIGHT: THE ERRANT TROLL OF SPIKEROOG

RECOMMENDED BET AND ODDS:

- HIGHLY DANGEROUS!

Errant Troll

Your ultimate battle of fists and feet occurs on the small island of Spikeroog. Visit the eastern tip of the isle, to the settlement of Hov, and speak to the bookie standing by the carved totem by the arena entrance. You may be on edge after facing down a bear without sharp weapons, but this time you're in for a much more difficult challenge—chiseling away at a rock troll with only your hands and feet! A crowd assembles, hoping you've spent your Attribute Points properly. Dodge any swiping, double-pounds, and charges, and you should turn this creature to pebbles. Luckily, you find out towards the end that the troll has a soft side and does not kill you should you lose. Should you win, you will be rewarded with the name of the Troll Champion! Now claim your rewards as the Fist of Fury quests conclude.

ITEM: Up to 180, Dwarven Silver Sword Diagram

Secondary Quests: Horse Races (11)

Questing Decisions

Unless otherwise stated, all horse races are accessible at any time during your adventures. However, you need to be at a particular location (and territory) to start them.

Outfitting Roach

Remember the prizes you win allow you to stock more items on Roach (so you aren't overburdened as often), allow him to have more Stamina, and stop him from panicking as quickly. These are excellent prizes to win, on top of the crowns you can accrue!

Horses for Courses: Prepping for the Win

Ready to win at all costs? Also, look ahead so you aren't caught out by an upcoming checkpoint flag and miss it (effectively losing the race). Keep Roach in the center of the road, and watch for dips where he might leap. These hazards can slow you down. Block opponents trying to pass you, or dart inside them at corners. Finally, look at the maps and gallop around the courses away from the racing, so you know every undulation, and aren't paying a princely sum (where appropriate) when you can practice for free!

DANGER ALERT

SPOILER ALERT

Races: Crow's Perch

Location: Crow's Perch (see adjacent maps)
Competitors: Stutterin' Matko, Iron-Arse Hans, Black Bogdan

TO BLACKBOUGH AND BACK

OBJECTIVE:

- Beat the riders (3).

Questing Decisions

Access this race by visiting a Notice Board in Velen that mentions this race, then head to the starting line.

After picking up the Notice you can find Radko near the starting line. He organizes the races. Talk to him and pick an opponent as well as amount to bet. Then start the race.

Crow's Perch crossroads to Blackbough.

Head here at sundown. The rules are simple, and the language is disgraceful. You get to choose from three revolting riders loyal to the Baron (Stutterin' Matko, Iron-Arse Hans, and Black Bogdan), and beat them past the post. Fail, and you can try again afterwards. Wager on yourself, and begin!

Follow the route shown on the associated map. There is only one course. You receive the following rewards after beating each rider in any order:

ITEMS: Up to 100 Crowns

ITEMS: Up to 100 Crowns

ITEMS: Up to 100 Crowns and Enhanced Horse Blinders

Races: The Great Erasmus Vegelbud Memorial Derby

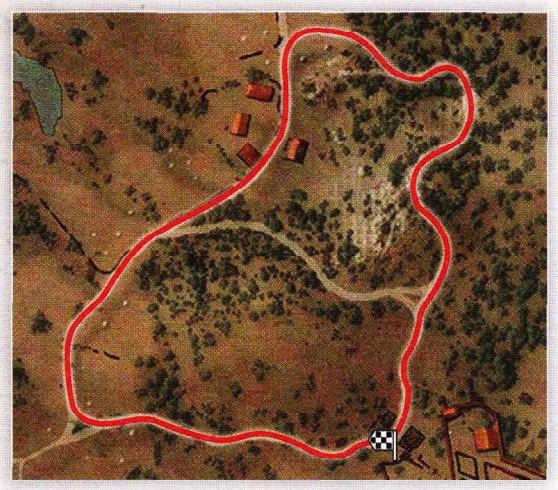
Location: Vegelbud Residence (see adjacent maps)
Competitors: Seamus Holt (astride Athos), Viscount Rommer (astride Caniculus), Luc Vegelbud (astride Succubus), Carlo "Cleaver" Varese

Preliminaries for the Palio

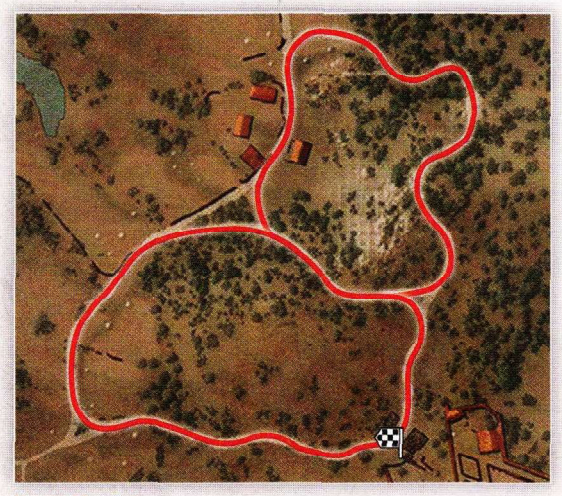
OBJECTIVES:

- Beat the first rider.
- Beat the second rider.
- Beat Luc Vegelbud.

Vegelbud Course 1.



Vegelbud Course 2.



Vegelbud Course 3.

QUESTING DECISIONS

Access this race by visiting a Notice Board in Velen or Novigrad that mentions this race, then head to the racing pavilion outside the Vegelbud Residence, after which you're able to race. This quest can also be started after taking a leaflet from a herald standing in main Novigrad square and announcing the Vegelbud Derby.

The Vegelbud races are an altogether more high-class affair. You must bring 100 crowns to pay the race master each time you wish to participate, so it pays to know the courses before you start galloping. You don't have a choice of rider or course to challenge; simply beat the first rider to move on to the second, then the final race against the tricky Luc Vegelbud. If you fail, simply pay to race again.

Follow the routes shown on the associated maps. There are three variations to this course. You receive the following rewards after beating each rider in any order:

ITEMS: Crowns, Superior Racing Saddle

ITEMS: Crowns, Rugged Saddlebags

ITEMS: Crowns, Superior Cavalry Saddle

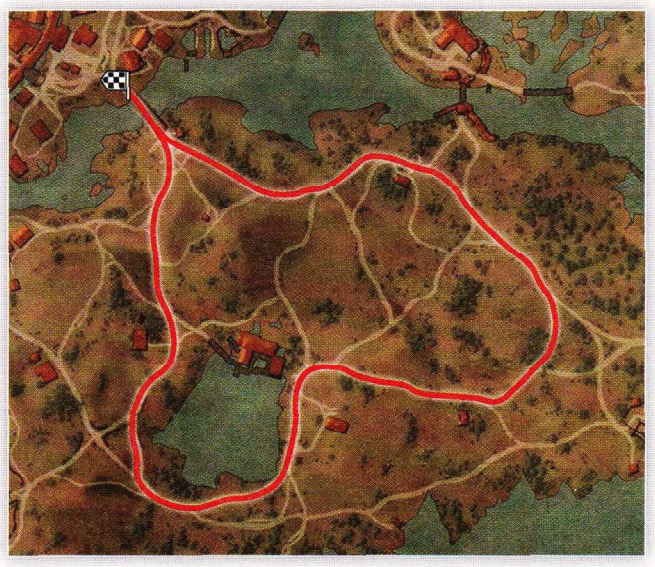
Like a Boss

OBJECTIVES:

- Read the letter you received.
- Talk to Cleaver about the letter.

Carlo "Cleaver" Varese

After beating the annoying Luc Vegelbud, one of Carlo "Cleaver" Varese's henchdwarves calls you over to congratulate you, and extends his boss' salutations, too. He hands you a letter. Read it, then visit (when you wish) Cleaver's headquarters in Novigrad, just west of Hierarch Square. He asks if you'll race in Palio. This occurs during the night through the city streets. Agree.



Palio Course.

You're racing two others (riders from Dijkstra and Bedlam) the other members of the Big Four not currently holed up in Oxenfurt, killing wenches. Follow the course shown in the adjacent map, concentrate on beating both the other riders as you race through Novigrad and back through Farcorners. Win, and you receive an obscene amount of crowns from Cleaver as well as some blinders (keeping Roach from panicking). Lose, and expect just some obscenities. The quest then concludes.

ITEMS: Crowns, Racing Horse Blinders

DANGER ALERT SPOILER ALERT

THE HEROES' PURSUITS: FAYRLUND

Location: Fayrlund (see adjacent maps)
Competitors: Arve Oarsman, Red Rikka

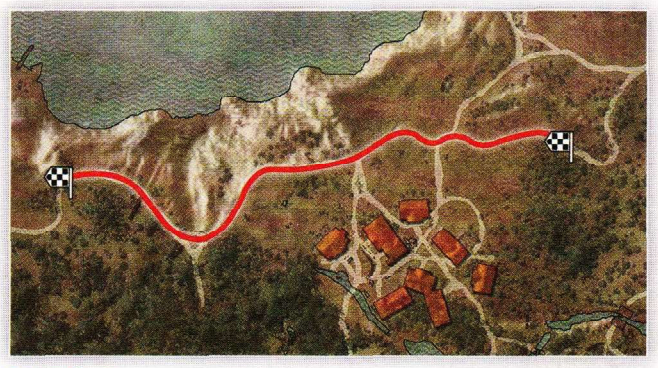
A CLIFFTOP GALLOP

OBJECTIVES:

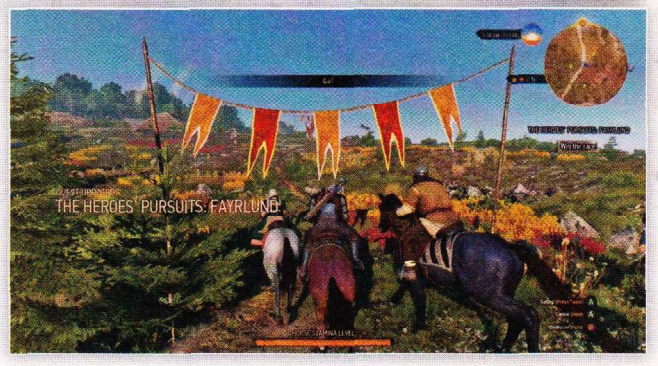
- (For the Goddess' Glory): Win each of the qualifying races at least once.
- (Fayrlund): Go to where the race starts.
- Win the race!

QUESTING DECISIONS

Access this race by visiting a Notice Board in Skellige that mentions these set of races, then head to the marked flag on the map. There are three qualifying races (Fayrlund, Kaer Trolde, and Fyresdal—all on Ard Skellig). Simply enter and win each of them at least once before the last and final race can be attempted. They are free and can be attempted as many times as you wish.



Fayrlund Course.



They do races a little different in Ard Skellig than on the Continent. There are three sets of races, to be completed in any order you like. This one takes place east and a little north of Fayrlund.

Your two rivals are a little ruthless, especially Red Rikki. Concentrate on staying on the cliff, rather then falling off it, and look for those flag checkpoints! Win, and expect the following:

ITEMS: 50 Crowns

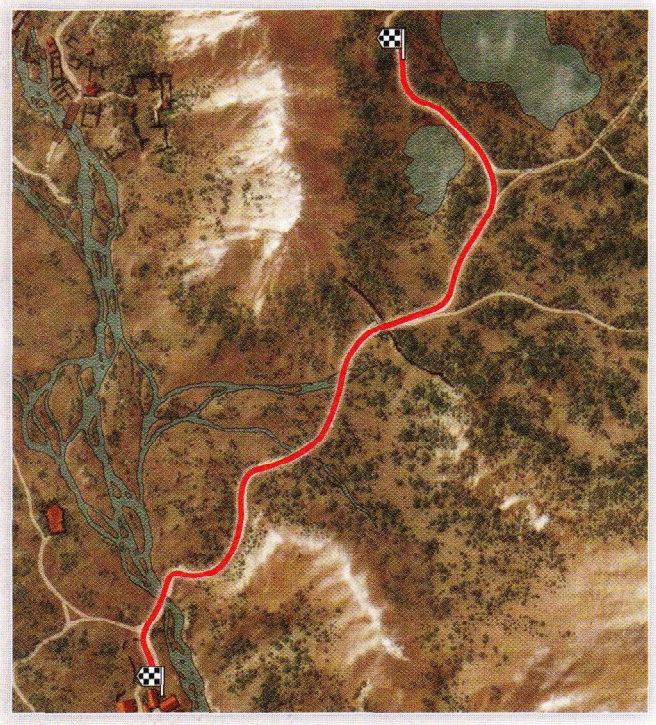
The Heroes' Pursuits: Fyresdal

Location: Blandare, Fyresdal (see adjacent maps)
Competitors: Bald Sigge, Fishbreath Aegir

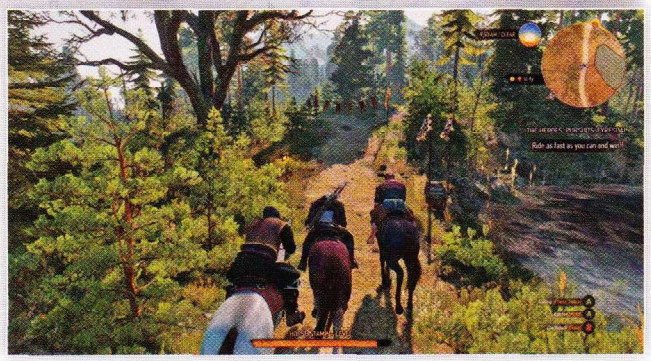
THROUGH THE WOODS AND RIVERS

OBJECTIVES:

- (For the Goddess' Glory): Win each of the qualifying races at least once.
- (Fayrlund): Go to where the race starts. Win the race!



Fyresdal Course.



Take the road southwards from Blandare to reach the starting point of this race. You're joining the likes of Bald Sigge and Fishbreath Aegir.

Aside from a sharp left turn at the end, the course is reasonably forgiving, though the going underfoot is soft. You're heading south, straight to Fyresdal. Win and receive the following:

ITEMS: 50 Crowns

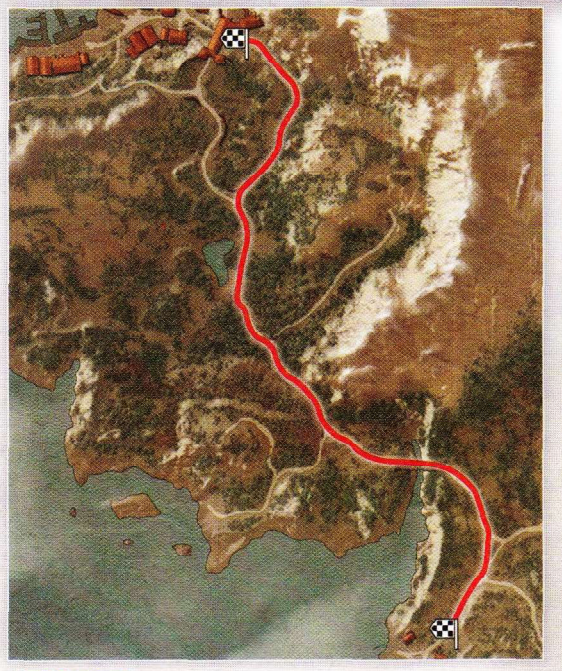
The Heroes' Pursuits: Kaer Trolde

Location: Kaer Trolde (see adjacent maps)
Competitors: Speedy Osvald, Lonelyboy Svan

NARROW ROADS AND SOARING ROCKS

OBJECTIVES:

- (For the Goddess' Glory): Win each of the qualifying races at least once.
- (Fayrlund): Go to where the race starts.
- Win the race!



Kaer Trolde Course.

This course actually begins at the Notice Board in Rannvaig, and is a reasonably straight course northwards, along the muddy and narrow tracks towards Kaer Trolde, with the victory line under the bridge at the entrance to the port and keep.

Those corners are tight, so focus on the road ahead. Try not to get tangled around any flags, and slow down for sharp corners. Win, and you get the following:

ITEMS: 80 Crowns

DANGER ALERT SPOILER ALERT

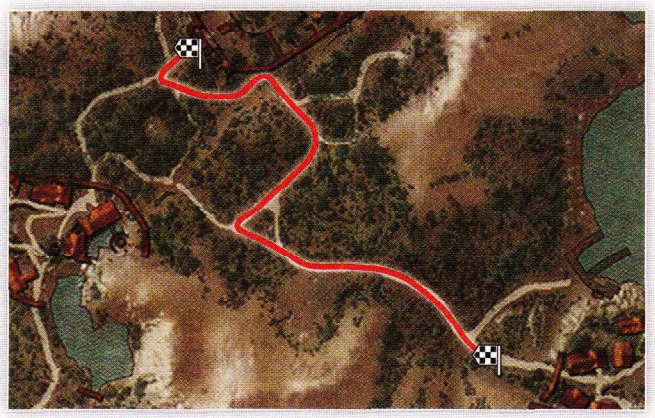
THE HEROES' PURSUITS: FOR THE GODDESS' GLORY!

Location: Larvik (see adjacent maps)
Competitors: Svana, Astrid the Vipress

FOR THE GLORY OF THE GREAT MUM

OBJECTIVE:

- Go to the race's starting line.



Larvik (Hindarsfjall) Course.

Your final race takes place on the Isle of Hindarsfjall, and there's a Notice Board in the village of Larvik directing you to the western threshold of the settlement, where the race begins. Talk to Svana the priestess, who pits you against Astrid the Vipress!

The course is long, tough, with some nasty sharp corners, so learn the map and when to ease off the galloping, slow slightly as you reach Freya's Garden, and canter around the last sharp right turn; and you should emerge as the finest rider of the islands! Your rewards are as follows:

ITEMS: 90 Crowns

TREASURE HUNTS

OVERVIEW

There are two main types of treasure hunts to consider while adventuring across the Northern Realm—those involving "hidden treasure" (and occasionally maps), and scavenger hunts.

ADVENTURING: HIDDEN TREASURE

Hidden treasure is comprised of (and loosely defined as) chests containing coins, gems, diagrams, manuscripts, pages, notes, weapons, armor, equipment, and other items deemed worth your time finding. There is a vast array of these hidden crates dotted throughout the land. Most of these are hidden above or below ground, and the most valuable are shown throughout this guide's Atlas chapter. Be sure to cross-reference any nearby chests based on your current adventuring location!

HIDDEN TREASURE HUNTS

In addition to treasure chests or valuables just found strewn or hidden about you, there are 30 Hidden Treasure Hunts. These quick Secondary Quests start with you finding a clue, indicating the presence of treasure at a predetermined spot. The following example - a quest called "Freya Be Praised!" - is detailed shortly. This is an example of a Small Treasure Hunt.

HIDDEN TREASURE IN ATLAS

Are you looking for the Hidden Treasure Chests in the Atlas? Then look for these icons, which show the key or "pick up" point, and the chest that concludes the quest.

SCAVENGER HUNTS

Scavenger hunts are much more involved. There are four to attempt (one in White Orchard, one in Velen, one in Novigrad, and one in Skellige). In each scavenger hunt, you must locate a number of diagrams of long-lost Witcher Gear—armor and weapons that are among the best items that you can craft. It is wise to undertake these quests as soon as possible, unless locations have particularly powerful beasts guarding them.

THE OTHER WILD HUNT: SCAVENGING TIPS

Scavenger hunts are "freeform." This means that you don't have to complete them in any order, and you don't have any stringent objectives to follow. The order the quests are presented in this guide is optional—you can locate Witcher Gear diagrams whenever you wish! However, without the use of this guide, you have little or no idea where to look, so you must:

- **Use the clues provided in the notes, letters, or books mentioned with each diagram you find.**
- **Listen to the conversations of the peasants or townsfolk across this land. They sometimes give hints at locations to search (though this guide makes this plan unnecessary).**

AVAILABLE QUESTS

There are a total of two "map-related" Treasure Hunts, 30 Hidden Treasure Hunts, and four Scavenger Hunts.

TREASURE HUNTS

Territory Location		Page #
	Treasure Hunt: Hidden Treasure Hunts*	324
	Treasure Hunt: X Marks the Spot	326
	Treasure Hunt: Ruins, Hidden Treasure, You Know…	326
	Scavenger Hunt: Viper School Gear	327
	Scavenger Hunt: Griffin School Gear	327
	Scavenger Hunt: Cat School Gear	329
	Scavenger Hunt: Bear School Gear	331

Shield Icon	Territory Location	Name Of Quest	Item To Find	Nearest Signpost	Location Description	How To Complete Quest
	White Orchard	Deserter Gold	Spy's notes	Mill	Find small deserted camp with telescope, on the hill east from the mill.	With help of nilfgaardian spy's report notes find location of Temerian deserters treasure kept near the mill. (this quest will start only if you have not looted treasue chests before you read the note)
	White Orchard	*Dirty Funds*	*Scrawled notes*	*Mill*	Find remains of bandit camp overrun by wolves north-east from the mill	Notes found in one of the bandit's outpost lead to the heart of bandit operations in the region. Fight bandit leader to get to the spoils and equipment gathered from the region. (this quest will start only if you have not looted the chest in main bandic camp already)
	White Orchard	Temerian Valuables	Blood-soaked millitary orders	Mill	Find body next to a bridge west of the mill	Find a key on the body and open chest on the bottom of the river. Read notes found in the chest and go to the house near the mill. Use aard Sign to remove obstacles on the way to the cellar. Use Witcher Senses to find the chest that you can open with the key
	Velen (No Man's Land): Grayrocks	An Unfortunate Turn of Events	Unsent letter	Devil's Pit	Head south from Devil's Pit to find peasants body on riverbank next to *abandoned ferry station*	Use Witcher senses and lead from letter found on peasant's body to find missing cargo on the bottom of the drowner infested river.
	Velen (No Man's Land): Grayrocks	The Things Men Do For Coin…	Letter	Border Post	Visit the island east from Border post.	After you find letter and the key on dead dwarf's corpse, use them along with your Witcher Senses to locate and open hidden stash.
	Velen (No Man's Land): Grayrocks	Blood Gold	Bloodstained Document	White Eagle Fort	Go north east from white eagle fort deeper in to the swamps where you can find abandoned prospector camp	Search prospector camp to find soldiers body. After you loot his last words and key from him, use your Witcher Senses to follow blood trail to locate hitten treasure.
	Velen (No Man's Land): Grayrocks	Dowry	Unsent letter	White Eagle Fort	Travel directly north from white eagle fort to the riverbank	Find woman's body and loot letter and the key from her. Ude your Witcher Senses to find the chest nerby.
	Velen (No Man's Land): Grayrocks	Tough Luck	Letter	Devil's Pit	Travel south-east from Devil's Pit and find destroyed cart.	*Defeat fogling guarding destroyed wagon.* Right after search refugee'ss body to find letter and a key. Use your Witcher Senses to find and a chest on the wagon and open it with a key.
	Velen (No Man's Land): Grayrocks	Lost Goods	Nilfgaardian's notes	Ferry Station	Travel north from Ferry Station to find dead Nilfgardian's body.	Search Nilfgardians body and loot note that will lead you to the location of the treasure. Fight through drowners to get to it and use your Witcher Senses to locate it.
	Velen (No Man's Land): The Descent	Out of the Frying Pan, Into the Fire	Crumpled notes	Lurtch	Find entrance to the cellar of burned house north-west from Toderas village.	With help of the note and key found on raid survivor's body use witcher senses to find valuables hidden in one of the nearby haystacks.
	Velen (No Man's Land): The Descent	Hidden from the World	Letter	Marauders' Bridge	Follow road that leads east from Marauders' Bridge to find small bandit camp	*Use Witcher Senses to locate hidden stas mentioned in the letter* snatched from bandits.
	Velen (No Man's Land): Spitfire Bluff	Sunken Treasure	Water-damaged letter	Hangman's Alley	Find rotting smuggler's body on the shore near Hangman's Alley	Dive in nearby gulf to find out what happened to unfortunate smugglers. With help of witcher senses locate and collect what remained from their cargo.
	Velen (No Man's Land): Spitfire Bluff	Costly Mistake	Smugglers notes	Hangman's Alley	Follow road that leads west from Hangman's Alley to find wreck of small boat on the shore	Dive near shipwreck of merchant vessel and use Witcher Senses to locate it's sunken cargo mentioned in smuggler's note.
	Velen (No Man's Land): Spitfire Bluff	A Plea Ignored	Crumpled letter	Condyle	Head south from Condyle fast travel Sign untill you find burned house and soldiers body next to it.	Kill Gravehag feasting on soldiers body to get letter and key that along with Witcher Senses will help you to locate and open hidden chest with goods.

Shield Icon	Territory Location	Name Of Quest	Item To Find	Nearest Signpost	Location Description	How To Complete Quest
	Velen (No Man's Land): The Mire	Don't Play With Gods	Unsent letter	Byways	Travel noth from Byways to find elven ruins.	After fighting off wraiths from around peasant's body take key and note off it. Fight Nightwright guarding the chest and use your Witcher Senses to find the chest and use the key to open it.
	Velen (No Man's Land): The Mire	The Dead Have No Defense	Marauder's notes	Duen Hen	Go south from Duen Hen to reach bandit camp on the shore	Kill bandits in the camp and search bandit's leader body to find a note and key, use Witcher Senses to to find a chest that you can open with it.
	Velen (No Man's Land): The Mire	Sunken Chest	Blood-smeared notes	Fyke Isle	Go to smal island south west form Fyke island	Fight off drowners swarming around treasure hunter's body, loot it afterwards and read the note. Use Witcher senses to find the chest under water among ruins.
	Novigrad: Grassy Knoll	Coast of Wrecks	Letter	Widows' Grotto	Find shipwrecks on the coastline south-west from Novigrad suburbs.	With your witcher senses search drowner infested area, both above and under water to find four chests of cargo among remains of unfortunate smuggler's ships.
	Novigrad: Grassy Knoll	Battlefield Loot	Crumpled notes	Eternal Fire Chapel	Go south from Eternal Fire Chapel and cross the river to reach swampy battlefield located on the other side.	Loot note and key form peasant's body. Then use your Witcher senses to follow blood trial leading to the chest defended by Waterhag.
	Skellige (Ard Skellig)	Inheritance	Old, yellowed letter	Boxholm	Find body very close to the north from Boxholm fast travel point.	Fight off rotfiends near the fallen warriors body. Search it to find letter and key. Use Witcher Senses to find the chest and open it with a key.
	Skellige (Ard Skellig)	Freya Be Praised!	Itinerant merchant's notes	Arinbjorn	Find the remains of a merchant's cart on the road just outside Arinbjorn	Descend to the nearby lake, fighting Drowners. Then swim out, locating a sunken chest with your Witcher Senses. Use the merchant's key to unlock it
	Skellige (Ard Skellig)	Family Fortune	Letter	Ruined Inn	Reach ruined inn on the shore south east of Fyresdal	Loot chest sound inside the ruined inn. Read letter that it contains search shipwreck south west from ruined inn.
	Skellige (Ard Skellig)	Pearls of the Coast	Unsent letter	Eldberg Lighthouse	Reach isle neighbouring with the one where Eldberg Lighthouse can be found. In the midlle of it you can find pirate's camp	Kill all bandits in the camp and loot small sack on the bench. Letter tah you will find in it will send you tio nearby shipwreck where you can find a chest wiht help of Witcher Senses.
	Skellige (An Skellig)	Nilfgaardian Treasure	Cargo list	Urialla Harbor	Reach rocky shores south east from Urialla Harbor	Fight off sirens guarding body rotting on wreck of the ship and search it to find cargo list, read it and use Witcher Senses to find the chest.
	Skellige (Undvik)	Precious Haul	Traveler's notes	Tor Gvalch'ca	A note to be found on a corpse amongst a shipwreck on the northern shore of the island.	Find the shipwreck and the corpse with the note on. Read the note and then swim directly North of your position towards the large island shard. The chest is sat on the sea bed just before you reach the second coast line.
	Skellige (Undvik)	Shortcut	Torn piece of paper	Urskal	A small boat guarded by bandits on the shore of a large lake.	There is a bag of loot on the boat, Get the key and from here swim into the centre of the lake and dive down to find a shipwreck. Amongst the wreck will be an old and rusty chest.
	Skellige (Spikeroog)	Not Only Eagles Dare	Note	Svorlag	A small island off the coast of Spikeroog in the bay near Svorlag. A boat wreck litters the island.	Find the corpse on the island infested with Drowners and sat near a treasure chest. Collect the key and note. Read the note and then dive into the water nearby to find a second, sunken chest.
	Skellige (Snidhall Isle)	Unlucky's Treasure	A frustrated warrior's notes	Bay Of Winds	Snidhall Isle at the top of the cliff near a Griffin nest.	Find the Gryphon nest on the island and inside there will be a corpse with a key and a note. Use your Witcher senses to locate the partly dug up chest further down the cliff.
	Skellige (Faroe)	Hidden in the Depths	Crumpled, stained letter	Harviken	Go south west from Harviken untill you reach the shore where you can find cave entrance.	Loot pirates body next to the cave entrance to get a key and a letter. Dive in caves water to find secret tunnel leading to hidden part of the cave infested by Arachas and Endragas. After dealing with them use Witcher Senses to find the chest that you can open with the key.
	Skellige (Faroe)	Ironsides' Treasure	Notes about treasure	Harviken	Sail north from Harviken on Faroe island and find smal archipelago.	Find wreck of small boat and a skelleton on one of the small rocky islands in the area. Search the skeleton to find a note, read it and dive deep in the sea. Use your Witcher Senses to find the treasure chest.

REWARD (ALL QUESTS): Random diagrams, armor, gems, valuables, materials and/or coins

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: FREYA BE PRAISED!

SMALL TREASURE HUNT: EXAMPLE: THE ITINERANT MERCHANT

You uncover something of interest (just outside the village of Arinbjorn in Ard Skellig), the remains of a merchant's cart.

There is usually a "glittering" indication that there's something worth checking at the location, so loot it! In this example, you find some notes and a key.

ITEMS: Quest Items: Itirant Merchant Notes, Small Chest Key

If there's a note, always check your Quest Items menu and read it. Sometimes it holds a clue to where treasure can be found. In this example, it doesn't. There is writing from the merchant about how safe he feels on his travels. Not any more though, it seems.

By now, a "hidden treasure" message should have appeared on your screen. However, there usually isn't any indication where the chest is. In this example, you have to descend to the edge of the nearby lake, slay a group of drowners, and then swim out (using your Witcher Senses) into the lake to spot the underwater chest. Dive down, using the small chest key to loot the chest, and your hunt is complete!

ITEMS: Diagrams, Armor, Gems, Valuables, and Coins

LOOTING FOR TREASURE

Be sure to consult this guide's Atlas whenever you are exploring a location. Treasure chests, including those requiring keys or having particularly impressive loot, are all marked. Good hunting to you!

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: X MARKS THE SPOT

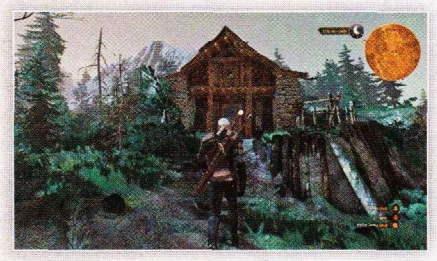
Locations: Blandare (Ard Skellig), Ruined Farmhouse, Fayrlund
Characters: None
Enemies: Wraith, Wolves

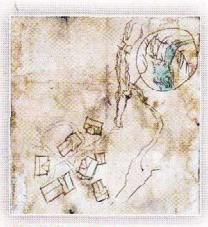
TRACKING A TROVE

OBJECTIVES:
- Unfold the map.
- Nearest Signpost: Southeast of Blandare.

While wandering the settlement of Blandare, in the middle of Ard Skellig, travel southeast a little way around the eastern side of the small lake, and discover the dilapidated remains of a Ruined Farmhouse. Continue inside to discover (optionally using your Witcher Senses) an old skeleton holding an equally ancient key and map. Watch for a wraith appearing if you check these bones.

ITEMS: **Quest Items: Old Key, Mysterious Map**



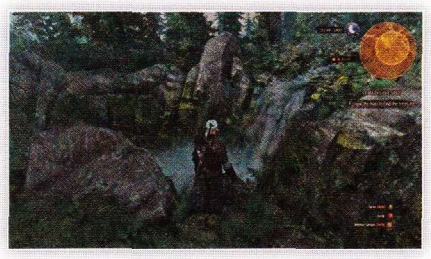


Mysterious Map

Unfold the map in your Inventory menu, and discover a rough sketch of a settlement, with a circled waterfall nearby… and treasure!

END: FORSEEN AT THE RAVINE

OBJECTIVES:
- Follow the map to find the treasure.
- Nearest Signpost: Southeast of Fayrlund.



The chest containing the treasure you seek is at the base of the waterfall, in the fast-moving stream, close to the village of Fayrlund to the west. Head there, possibily passing through the abandoned settlement of Kaer Nyssen, looking for wolves, rapid streams, a small bridge, and the ravine you can drop into. Note the wolf symbol on the rocks by the waterfall (use your Witcher Senses!). Unlock the chest using the key (otherwise this is a wasted trip), and purloin the following fabulous prizes:

ITEMS: **Diamond (flawless), Relic Heavy Armor and Gauntlets, and other items**

DANGER ALERT SPOILER ALERT

SECONDARY QUEST: RUINS, HIDDEN TREASURE, YOU KNOW...

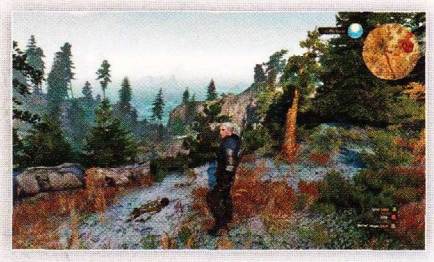
Location: Dorve Ruins (Undvik)
Characters: None
Enemies: Devourers, Sirens, Wraiths

RANSACKING SOME RUINS

OBJECTIVES:
- Unfold the treasure map.
- Nearest Signpost: Dorve Ruins.

While exploring the ruins of Dorve, the village close to the lair of the ice giant on Undvik Isle, travel east through the western gate, close to the signpost, and stop at the cliff edge. Discover (optionally using your Witcher Senses) an old skeleton holding an equally ancient key and map. How interesting…

ITEMS: **Quest Items: Old Key, Mysterious Map**



Mysterious Map

Open up the map in your Inventory menu, and discover a rudimentary etching of a settlement, with an "X" marking the foot of a tall tower. Treasure!

END: RIGHT OF THE NEST

OBJECTIVE:
- Use the map to find the treasure.

The chest containing the treasure requires a swift run uphill, since the map is actually of Dorve. Slay up to six devourers wandering this place, go east, up the slope where two sirens flit about the narrow and fallen towers of the fort atop the hill. Expect a couple of wraiths to appear as you reach the base of the structure. Look for a witcher wolf Sign daubed on the walls here (using your Witcher Senses). Step into the tower ruins, climb the ladder, edge across the wooden ledge near a large bird's nest, and find a small wooden chest. Use the Old Key to unlock it (or you'll have wasted your journey), and uncover the following stupendous prizes.

ITEMS: **Emerald (flawless), boots, and other items**

Scavenger Hunt: Viper School Gear

Locations: Ransacked Village, Ruined Watchtower, Mill, White Orchard Cemetery
Characters: Witcher Kolgrim
Enemies: Deserters, Wraiths

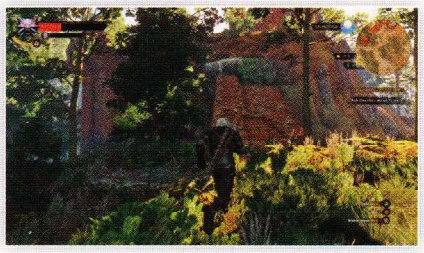
Kolgrim's Comeuppance

OBJECTIVE:

- Nearest Signpost: Ransacked Village.

QUESTING DECISIONS

This quest is unmarked, and has only limited hints and objectives (outside of this strategy guide). It can be started at any time, but the optimal point is during Main Quest: Lilac and Gooseberries. It begins when you find any of the diagrams listed below, so the quest doesn't have to be completed in this order.



While traversing the roadways close to the Ransacked Village (east of White Orchard), take one of the side paths heading west, toward a ruined brick watchtower that overlooks the hamlet. Travel to this location (pictured) west of the otherwise-difficult to scale embankment that the watchtower is perched on. Run up the fallen brick wall, grab the gray rock, then leap across and up onto the exposed wooden floor.

There are around four Temerian deserters. Dispatch them quickly, then enter the ruins of the tower itself. Check the floor for some Angrily Scrawled Notes, and the chest along the southern wall. Open it and gather the diagram inside, along with a report. This officially begins your first scavenger hunt!

ITEMS: Quest Items: Angrily Scrawled Notes, Interrogation Report, Witcher Gear: Diagram: Serpentine Steel Sword (1 of 2)

Cryptic Notes

OBJECTIVES:

- Find diagrams for all the elements of Viper School gear (1 of 2).
- Read the report.
- Find Kolgrim's remains.
- Nearest Signpost: Mill.

Open your inventory, then read the notes and report. The note references a camp from where the deserters would rob the enemy. This may have a clue to find. It mentions "that old mill". The report involves Kolgrim, a witcher of the Viper School, who was wrongly accused of a kidnapping, and ended his days in the "Verrieres family crypt," falling at the ghostly hands of wraiths. Or worse! Now you can focus your searching on the two relevant areas mentioned.

The mill that is mentioned in the note is across the river from Woesong Bridge and White Orchard. Travel there and take the road heading north. The road ends a White Orchard Cemetery. Beware as you enter the threshold—a wraith appears to attack! Slay it, kneel at the Place of Power in front of the chapel to accrue an Ability Point, and then "knock" on the chapel door using Aard. Use your Witcher Senses to check either side of this entrance. There are hand prints.

OBJECTIVE:

- Find diagrams for all the elements of Viper School gear (2 of 2).

Descend into the crypt under the chapel. Optionally light the wall torches with Igni, defeat another wraith, then check the area for a prized chest, and a number of corpses. Some are fresh, but Kolgrim's is skeletal (see picture). Gather the diagram and letter. Read the it. It is addressed to Ivar Evil-Eye, and mentions all the legendary diagrams of his order! However, it only hints at a "local lordling's castle" where the diagrams were confiscated from him. Your first treasure hunt now concludes.

ITEMS: Witcher Gear: Diagram: Serpentine Silver Sword (2 of 2), Quest Item: Letter from Witcher Kolgrim of the Viper School

Scavenger Hunt: Griffin School Gear

Locations: Hindhold, Lornruk, Dragonslayer's Grotto
Characters: Witcher George
Enemies: Endrega Drones, Endrega Warriors, Harpies, Drowners, Wraiths

The Saga of Witcher George

OBJECTIVES:

- Find all the diagrams to the Griffin School witcher gear (1 of 6).
- Nearest Signpost: Hindhold.

QUESTING DECISIONS

This quest is unmarked, and has only limited hints and objectives (outside of this guide). It can be started at any time, but the optimal point is any time after Act I: Main Quest: The Nilfgaardian Connection. It begins when you find any of the diagrams listed below, so the quest doesn't have to be completed in this order.

Kolgrim mentioned he was in Velen. The castle in question is due east of the Border Post, on the Pontar River—a fortification known as Hindhold. Go to this imposing stone structure, slaying two or three endrega drones at the entrance, which is covered in guano. A little further in is an endrega warrior.

Now climb up the interior stone steps, all the way up onto the wooden fortress roof. A flock of harpies (and their monster nest) are the reason for all this excrement. Clean them up and destroy that nest!

Continue clockwise, passing the wooden scaffold and ladder (leading up to skeletal remains on an upper crenelation), enter the wooden door, and force it open with Aard. Inside is a trove of chests, and a slumped skeleton of rags. Search it for the first of Kolgrim's remaining six diagrams, and a letter. This scavenger hunt begins anew! While you're here, open any other chests (for additional manscripts, a Gwent card, and other useful items). Be sure to look inside the "glimmering" chest to the left of the skeleton. There's a confession and an enhanced crossbow in there.

ITEMS: **Quest Items: Balstick's Letter, Witcher George's Confession, Witcher Gear: Diagram: Griffin Steel Sword (1 of 6), Magic Item: Crossbow**

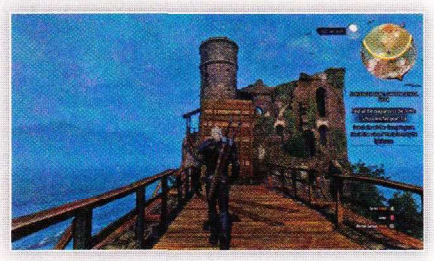
PRECARIOUS CLIMBING

OBJECTIVES:

- Find all the diagrams to the Griffin School witcher gear (2 of 6).
- Search the ruins of the fortress by the lighthouse.
- Nearest Signpost: Lornruk.

Some light reading is in order, Balstick's letter. It holds two clues—a "lighthouse" and the tomb of a witcher, said to be somewhere on "Crookback Hills", and something about a "dragon". Witcher George's confession also mentions the same lighthouse. You have this location, and the grave to visit, in either order.

The lighthouse seems to be a great way to see the Pontar River, so why not head there first? Go by river or land to Lornruk, on the northwestern tip of Velen. Approach by land (as shown), and the bridge is up. The drop into the water looks dangerous, and it is (it's possible to survive, but better to continue along the shore until the slope becomes less treacherous), and then return to the base of the island the lighthouse sits on. Activate another Place of Power here, as well.



Accessing the lighthouse from the land is impossible. However, once you dive from the Place of Power, and inspect the drowner-infested waters just east of the island, you should discover a cave entrance (and a good use for your crossbow—shoot the drowners with it). Swim under, then up, and into a grotto under the island. There's a treasure chest with a diagram and other booty, but not what you came here for. Find the flat-topped rocks to climb up on, and a stone ladder up to a small storage room with hay mattresses.

Go up the wooden steps to another makeshift barracks, ransacking the place for more diagrams and pages. Then go outside, and turn the bridge wheel to lower the drawbridge. Alas, it is stuck! Now find the ladder just to the right of the door you came from, and climb it. Is that a "glimmering" chest you see before you? Open it, and gather the diagram and crafting notes. The notes makes mention of a one "Master Barnaby of Novigrad." Continue to loot, then climb back down the ladder.

ITEMS: **Quest Item: Crafting Notes, Witcher Gear: Diagram: Griffin Silver Sword (2 of 6)**

You're not done yet. Travel up the exterior wooden spiral steps and into the lighthouse itself. Climb the interior ladders all the way to the floor before the very top. Pause and gather a "glimmering" note—Dobromir's journal.

Read this for a reference to "Grandpa Amzvary", and his smithing. Your time at Lornruk is over, so head to the roof and dive off into the water (a possible, but dangerous plan), or retrace your steps.

ITEM: **Quest Item: Dobromir's Journal**

DESCENT INTO THE DRAGONSLAYER'S GROTTO

OBJECTIVES:

- Find all the diagrams to the Griffin School gear (3, 4, 5, and 6 of 6).
- Search the witcher George's grave.
- Nearest Signpost: Dragonslayer's Grotto.

You may have heard whispers about a place just northwest of Downwarren, and west of Reardon Manor, the Dragonslayer's Grotto. The clues fit this place so travel there now. It's a slog across forest and hills, and the entrance to the grotto is hidden in the woods (and shown in the picture). Slay any endrega at the entrance, then use your Witcher Senses to uncover the mark of the witcher's wolf Sign at the entrance itself.

Enter the catacombs, and you're immediately set upon by three wraiths. Expect further incursions from these foes as you search the first chambers for loot. Light any candles or torches you see, so you know where you've been. Go roughly north down a narrow passage, face more wraiths, and blow apart the crack in the weak stone wall using Aard. Venture into the more natural cavern, heading east and south along the tunnel, and remove a rock block with Aard. This wakes up a nasty ekimmara, so battle this vampire with skill (and Yrden), and venture up into the tomb itself.

Loot the weapon's rack, climb the stone steps (lighting braziers if you wish), until you find the stone tomb of witcher George himself. Next to it is a "glimmering" chest with a real find—all four of the remaining diagrams for the Griffin School! Also in the chest is George's journal. Read it to uncover some of his thoughts regarding a "green dragon" and peasants taking refuge in elven ruins. Perhaps more diagrams are in one of these forgotten places? But now, this treasure hunt concludes.

ITEM: Quest Item: Witcher George's Journal

ITEMS: Witcher Gear: Diagram: Griffin Armor (3 of 6), Diagram: Griffin Trousers (4 of 6)

ITEMS: Witcher Gear: Diagram: Griffin Boots (5 of 6), Diagram: Griffin Gauntlets (6 of 6)

DANGER ALERT SPOILER ALERT

SCAVENGER HUNT: CAT SCHOOL GEAR

Locations: Est Tayiar, Flying Stag, Temple Isle (Novigrad)
Characters: Professor Sigismund Gloger, Witcher Kiyan, Prince Adrien, Jacob of Dimbich
Enemies: Bandits, Wraiths, Golem, Drowners, Mad Kiyan

WALLED UP ALIVE IN EST TAYIAR

OBJECTIVES:

- Find the diagrams to all the elements of Cat School gear (1 of 7).
- Read Professor Gloger's note.
- Explore the ruins of Castle Drahim.
- Nearest Signpost: Est Tayiar.

QUESTING DECISIONS

This quest is unmarked, and has only limited hints and objectives (outside of this guide). It can be started at any time, but the optimal point is any time after Act I: Main Quest: The Nilfgaardian Connection. It begins when you find any of the diagrams listed below, so the quest doesn't have to be completed in this order.

Use the information regarding hidden treasure in elven ruins, and locate any you may have unearthed during previous adventures. A particularly helpful clue and piece of witcher gear can be found in Est Tayiar—an elven ruin in northeast Gustfields. Est Tayiar is also the hideout for Phillipa Eilhart. Descend down the slit of earth at the entrance, then use Aard to break a loose wall to the southeast. Inside is a small antechamber with a corpse to loot. Don't forget the diagram, too!

ITEMS: Quest Item: Professor Sigismund Gloger's Notes, Witcher Gear: Diagram: Feline Silver Sword (1 of 7)

Read the notes the professor left. They mention excavations to find the legendary treasure of King Maeglor of Est Tayiar. Gloger makes mention of a witcher named Kiyan he is worried about, and references Castle Drahim. The witcher apparently murdered one of his men, and left poor Gloger to die in here. Your next stop is Drahim Castle, it seems.

Journey almost due west, to the territory known as Grassy Knoll, just south of Novigrad and Farcorners. Find the small castle perched on a hill, watch for bandits, and look at a blood trail leading to the cellar. It has an unnaturally pale and cracked corpse at the bottom. This isn't part of your quest (Contract: The White Lady (page 299) starts if you check the corpse), so investigate the castle's tower instead. There's a witcher symbol daubed on the large rock outside, and a front door to burst open using Aard.

THE TRAIL OF WITCHER KIYAN

OBJECTIVES:

- Find the diagrams to all the elements of Cat School gear (2 of 7).
- Investigate the ruined tower using your Witcher Senses.

There are ladders up and down from the entrance floor. Down in the cellar are a few chests with some excellent valuables to take, but the real prize is the "glittering" chest in the corner. Open it and gather the following:

ITEMS: Quest Item: Prince Adrien's journal, Witcher Gear: Diagram: Feline Steel Sword (2 of 7)

Crack open the journal (the witcher was apparently working for Prince Adrien), and read about the dividing of the spoils between the prince and witcher. An offer was recinded by Kiyan, who instead sought work with Kiyan and Jacob of Dembich. There's a reference to the docks in Novigrad. But there's also a reference to Kiyan's boat (the Flying Stag) which was wrecked off the coast of the Grassy Knoll. Perhaps a visit there is in order.

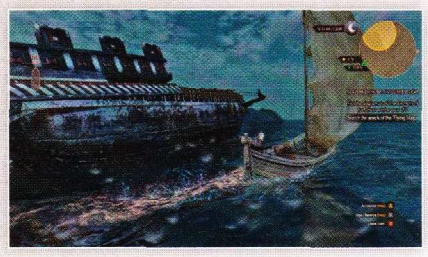
THE RESTING PLACE OF THE FLYING STAG

OBJECTIVES:

- Find the diagrams to all the elements of Cat School gear (3 of 7).
- Search the wreck of the "Flying Stag"

Between the Lighthouse and Widow's Grotto, on the western coast of Grassy Knoll, are a group of islands. Take a boat or swim across, watching for a boat of bandits, until you chance upon the wreck of the Flying Stag.

Climb aboard this barnacle-bottomed ship, then descend into the waterlogged hull to find a small chest perched at the edge of the water. Pry it open to obtain the following:



ITEMS: Quest Item: Mage's Notes, Witcher Gear: Diagram: Feline Crossbow (3 of 7)

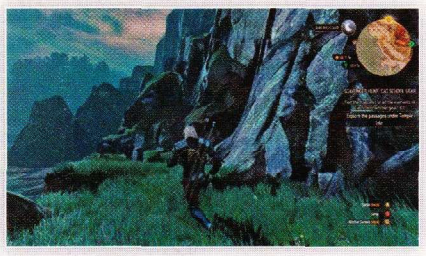
Head to safety and open up the mage's notes, which tell of the sorceror's attempts to kidnap witcher Kiyan, and take him to the mage's dwelling. This text seems to place it underneath Temple Isle in Novigrad itself!

NOVIGRAD'S BIGGEST SECRET

OBJECTIVES:

- Find the diagrams to all the elements of Cat School gear (4, 5, 6, and 7 of 7).
- Explore the passages under Temple Isle.

Journey to Novigrad and uncover its biggest secret! It is critical you find the the passages from the Elector's Square signpost, rather than exploring the shoreline under this huge island rock, or you'll never find the entrance! From Elector's Square, head roughly west and northwest. You're looking for a clifftop stone path that winds precariously around the dwellings that face the sea. Carefully climb down the rocks to a subsequent grassy path, which takes you down and around to the cave passage entrance.



Enter the cave passage, continuing east until you're stopped by a rock wall. This is actually an illusion, so providing you've obtained the Eye of Nehaleni from Keira Metz (during Main Quest: Wandering in the Dark page 80), interact with the rock and it dissolves away. You gain entry to a large subterranean cavern with elven arches around the perimeter. Beware of a golem up ahead. Battle or avoid this summoned monster near the stonework. Two sets of steps (choose either to climb) with four cauldrons to light, ending at firmly-locked door.

INVESTIGATING THE MAGE'S LAIR

The going gets particularly tough from this point on, so prepare for some dangerous combat. In addition, you may wish to use Igni to light any cauldrons, braziers, candles, or torches you uncover, so you can keep track of where you've been. It's a maze in here!

Work your way in a counterclockwise direction around the perimeter of the cavern, from your starting entrance. At the first blocked archway on your right, light the two cauldrons and break the arch entrance apart using Aard. Continue (roughly) south down a few rock steps to a pool. Dive down and loot a chest. Then climb out the other side of the pool, heading south into an eerily-illuminated chamber. Watch for a wraith guarding some paperwork and a chest. Read the invoice, which was purchased by Irenues var Steingard.

ITEM: Quest Item: Invoice for a Golem

Head roughly east, through the rock opening in the golem cavern, lighting braziers and following the tunnel *to the right (south)*. Climb the rocks at the end, and finally enter a chamber marked by a stone inscription. Examine it to read "look to the depths to be lifted up." This leads to an octagonal chamber with strange cowled statues surrounding a central stone floor. Use your Witcher Senses and uncover some notes, some strange markings, and a mysterious recipe. Slay the two wraiths guarding this place.

ITEM: Quest Item: Research Notes, Mysterious Recipe

Light the torches and inpect the pillars around the chamber. Some of them have levers you must pull. Use all of the levers, one at a time. Each lever you pull rotates one of the statues around 90 degrees. Continuing moving these statues until every one of them faces into the central stone floor. You'll know when this has occurred as the floor grinds back, revealing a plunge pool! Dive into the murky depths, using your crossbow to fend off drowners as you descend deeper to a skeleton on the bottom of the pool. Extricate its key, ascend, and head back to the golem chamber.

ITEM: Quest Item: Laboratory Key

NO GOOD. NO EVIL. ONLY PAIN.

Unlock the door and enter the mage's laboratory (you may wish to meditate and prepare for combat first). Light any braziers, then look ahead at the deranged man sitting inside a pentangle. This is Kiyan, the witcher driven mad and doomed to sit here for an eternity! Slay your erstwhile brethren (treat him as a human foe), and inspect his corpse for a motherlode of valuables! The notebook reveals how Kiyan was driven mad, becoming little more than a demonic host. Perhaps more diagrams are in one of these forgotten places? But now, this treasure hunt concludes.

ITEM: Relic: Moonblade, Laboratory Notebook

ITEMS: Witcher Gear: Diagram: Feline Trousers (4 of 7), Diagram: Feline Gauntlets (5 of 7)

ITEMS: Witcher Gear: Diagram: Feline Boots (6 of 7), Diagram: Feline Armor (7 of 7)

SCAVENGER HUNT: BEAR SCHOOL GEAR

Locations: Fyresdal (Ard Skellig), Ruined Inn, Rogne, Fort Etnir, Old Watchtower (Spikeroog), Siren's Cave, Urialla Harbor (An Skellig), Trail to Yngvar's Fang, Fort Tuirseach
Characters: Witcher Gerd
Enemies: Sirens, Gargoyle, Ice Elemental, Drowners, Wraiths

HUNTING WITCHER GERD

OBJECTIVES:
- Find all the diagrams to Bear School gear (1 of 7).
- Nearest Signpost: Ruined Inn.

QUESTING DECISIONS

This quest is unmarked, and has only limited hints and objectives (outside of this guide). It can be started at any time, but the optimal point is any time after Act I: Main Quest: Destination Skellige. It begins when you find any of the diagrams listed below, so the quest doesn't have to be completed in this order.

Since Skellige is perhaps the last of the large regions you're likely to visit, it makes most sense to investigate this set of Witcher Gear on the island of Ard Skellig. Begin your journey in Fyresdal in the middle of the southern coast of the main island, and follow the coastal trail southeast, to a monster nest at a signpost for the Ruined Inn (you can take a boat if you prefer). Defeat the cluster of sirens swarming the inn, which appears to have sustained some major fire damage.

The charred remains of the inn should be investigated. Look for the stone steps leading down into the burned rafters, push the wreckage aside using Aard, and access the steps. Battle a wraith in the cellar below, before finding a note pinned to a wall—an arrest warrant for a witcher named Gerd. Now check the small cellar bedrooms; one has a "glittering" chest with further notes, and your first diagram!

ITEMS: Quest Items: Arrest Warrant for Witcher Gerd, Innkeep's Notes

ITEM: Witcher Gear: Diagram: Ursine Steel Sword (2 of 7)

The innkeep's notes tell the story of Gerd, who was carrying a siren's head in a sack when he visited this place, taken from a cave in Spikeroog. Then Gerd mentioned he was going to take care of a striga infesting "the ruins of a fortress on the northern edge of the isle." You have two areas to continue your search.

TERROR AT FORT ETNIR

OBJECTIVES:
- Find all the diagrams to Bear School gear (2 of 7).
- Search the ruins of Fort Etnir.

Visit the settlement of Rogne, which is due east of Kaer Trolde, in the northern part of the main island. Follow the winding trail from Rogne northward, searching for the ruins of Fort Etnir. You're in for a frightening battle when you finally arrive. A Gargoyle and an ice elemental are both waiting to fight you! Once these behemoths are out of the way, search the ruined tower behind them for chests, and pay attention to a snow-covered skeleton clutching the following:

ITEMS: Quest Items: Arrest Warrant for Witcher Gerd, The Knight Chalmir's Letter

ITEM: Witcher Gear: Diagram: Ursine Silver Sword (2 of 7)

IN THE GLOOM OF MELUSINE'S ROOM

OBJECTIVES:
- Find all the diagrams to Bear School gear (3 of 7).
- Search the sirens' cave.
- Nearest Signpost: Old Watchtower.

Journey across the ocean to Spikeroog. Continue in your boat, following the shoreline in a westerly direction until you spot a cave mouth by the ocean. Alternatively, you can disembark at the village of Svorlag, run or ride past the Old Watchtower, braving bandits before heading down the trail to the rugged shore, and enter this snow-covered cave. This is the same cave you must explore during Contract: Here Comes the Groom (page 301).

Enter the cave, slaughter any waiting drowners, and climb the rock ledges immediately to the right. Follow them up, leap across the main tunnel, and find a skeleton on a ledge above the main watery cavern that is overlooking the huge shrine to Melusine. This ledge can also be accessed via ledges to the north, inside this cave. Gather a diagram and a letter from the dusty bones.

ITEMS: Quest Item: Letter to Ingeborga Kalebsdotter, Witcher Gear: Diagram: Ursine Crossbow (3 of 7)

The letter makes mention of setting out from Fort Tuirseach to this location, and also mentions An Skellig—the small island to the northeast of Ard Skellig.

SCALING YNGVAR'S FANG: CLAN TUIRSEARCH FORT

OBJECTIVES:
- Find all the diagrams to Bear School gear (4, 5, 6, and 7).
- Nearest Signpost: Yngvar's Fang.

Fort Tuirseach is an unmarked (and dilapidated) location on An Skellig, which is a formidable ocean's distance away. Set sail heading to the northeast, and moor your boat at the port of Urialla Harbor. You'd be wise to speak to the women of this place, and begin the Secondary Quest: The Path of Warriors (page 264), since your journey requires you to undertake part of the aforementioned path. Now head northeast across the island, until you reach the entrance to the Trail to Yngvar's Fang (the mountain).

Run forward, over the wooden bridge, and leap the gap before slaying a siren. Wait for two more and defeat them as well. Coax them over with Axii or crossbow bolts. Then move right along the path, leap a gap, and make a tight left turn as you climb up and onto the natural rock bridge. Now dash across the moss.

MORE HASTE, LESS SPEED

Falling while maneuvering across this increasingly dangerous pathway, full of leaps and precise landing, requires you to keep a steady head, and a degree of patience. Save your progress before each new leap. Look for rocks stained with bird droppings to climb on as you continue onwards and upwards. If you fall, there's usually a period of backtracking.

From the mossy bridge, leap and grab the ledge. Pull yourself up, and make a series of sharp switchback turns as you zig-zag up the mountain trail. Leap the gaps and pass by two tattered flags showing your progress. Continue west along the trail which flattens out slightly, and leap the gaps along the slope, after sliding down a little. When you can't continue any further, look left, and you'll see a series of ledges leading up into the mists to the peak of Yngvar's Fang. However, to the right is a wooden door. Push it open to enter the remains of Fort Tuirseach.

Ignite the torches on your left and right, so you know where you've been. Go left, down the spiral steps to the lower level, lighting torches as you go.

Ahead, wraiths are forming. Grab a scrap of paper (a ballad), then slay the wraith. It is guarding a chest with a good amount of treasure, as well as a lever. Use the lever to open the gratings on opposite walls, halfway along the passage you just moved down.

ITEM: Quest Item: Ballad of Torgeir the Red

Two more wraiths appear. Slay them before heading through the open gratings, into a number of cells. Check the corpse in each one. Three hold dead prisoners, but one offers a drop into a cave tunnel. Drop down to the south, turn right (west) and explore under the fort. These are stone catacombs with another two wraiths to slay. Find the stone steps up (north) to a ruined spiral staircase. Climb the rock ledges up to a rock blockage, and use Aard to remove them.

You finally appear in the central throne room of the fort, which is otherwise inaccessible. Screeching in this chamber is a wraith. Glittering in the far corner is a chest. Loot it to gather the remaining Witcher Gear, some Clan Tuirseach history, and a second ballad of witcher Gerd. Although there are other chests to open, this treasure hunt concludes.

ITEM: Quest Item: Ballad of Witcher Gerd

ITEMS: Witcher Gear: Diagram: Ursine Armor (4 of 7), Diagram: Ursine Boots (5 of 7)

ITEMS: Witcher Gear: Diagram: Ursine Gauntlets (6 of 7), Diagram: Ursine Trousers (7 of 7)

ITEM: Quest Item: Chronicles of Clan Tuirseach

ENHANCED, SUPERIOR, AND MASTERCRAFTED GEAR

Independent of the Scavenger Hunts for the Witcher Gear listed previously, are diagrams for even more potent weapons and gear for each of the Witcher Schools! These are hidden in long-forgotten areas, within dungeons, or buried where no one would look; except you! This guide's Atlas pinpoints each of these *diagrams, as well as other important items. The locations are also listed in the* following table:

Scavenger Hunt: The Best Witcher Gear

ENHANCED AND SUPERIOR GEAR

Independent of the scavenger hunts for the Witcher Gear listed previously, are diagrams for even more potent weapons and gear for each of the Witcher Schools! These are hidden in long-forgotten areas, within dungeons, or buried where no one would look; except you! This guide's Atlas pinpoints each of these diagrams, as well as other important items. The locations are also listed in the following table:

TREASURE HUNTS: POTENT GEAR

Diagram To Collect	Type	Territory And Nearest Signpost	Location Description	Dangers	Atlas Page
Scavenger Hunt: Viper Silver Sword	Chest	White Orchard: Between Ford and Ransacked Village	Atop the ruined brick tower. Also an Interrogation Report	Enemies: Deserters	349
Scavenger Hunt: Viper Steel Sword	Body	White Orchard: Cemetery	Inside the crypt	Enemies: Wraith	349
Scavenger Hunt: Griffin Silver Sword	Chest	Velen: Crow Perch; Lornruk	Approach via the underwater cavern which leads up into the building. Take the ladder that leads above the room for the Griffin sword. In the tower on the level before the top is an iron bound chest containing a Harvall steel sword. Good loot can be found	Enemies: Wyvern and Drowners (by the entrance to the underwater cavern)	353
Scavenger Hunt: Griffin Steel Sword	Chest	Velen: Grayrocks: Hindhold	Skip the front door by using ladders and scaffolding to make your way up to the top. Fight the harpies. The sword diagram will be on the skeleton.	Monster Nest: Harpies and Endriaga (by fort entrance)	356
Scavenger Hunt: Griffin Armor	Chest	Velen: Crookback Bog: Dragonslayer's Grotto	Inside the cave near the fight with the Ekimmara. Search the chest near the coffin.	Enemies: Wraiths, Ekimmara	366
Scavenger Hunt: Griffin Boots	Chest	Velen: Crookback Bog: Dragonslayer's Grotto	Inside the cave near the fight with the Ekimmara. Search the chest near the coffin.	Enemies: Wraiths, Ekimmara	366
Scavenger Hunt: Griffin Gauntlets	Chest	Velen: Crookback Bog: Dragonslayer's Grotto	Inside the cave near the fight with the Ekimmara. Search the chest near the coffin.	Enemies: Wraiths, Ekimmara	366

Diagram To Collect	Type	Territory And Nearest Signpost	Location Description	Dangers	Atlas Page
Scavenger Hunt: Griffin Trousers	Chest	Velen: Crookback Bog: Dragonslayer's Grotto	Inside the cave near the fight with the Ekimmara. Search the chest near the coffin.	Enemies: Wraiths, Ekimmara	366
Scavenger Hunt: Griffin Silver Sword (Enhanced)	Chest	Velen: Bald Mountain: Crossroads, cave due east of here.	In the back of the cave	Enemies. Bear	367
Scavenger Hunt: Griffin Steel Sword (Enhanced)	Chest	Velen: Spitfire Bluff: Southwest of Refugee Camp, northwest of Condyle	Above the stone steps, after taking the path from Coast of Wrecks southwest, to the small peninsula.	Enemies: Pirates	361
Scavenger Hunt: Griffin Armor (Enhanced)	Chest	Velen: Grayrocks: White Eagle Fort	Among the crates in an iron bound chest.	Enemies: Troll (friendly)	356
Scavenger Hunt: Griffin Boots (Enhanced)	Chest	Velen: Mudplough: West of Harpy Feeding Ground in Crow Perch	Among the east most portion of the ruins.	Enemy: Forktail	355
Scavenger Hunt: Griffin Gauntlets (Enhanced)	Chest	Velen: The Mire: Frischlow (just south)	Within the small cave. Use Aard to push the rocks down. Loot both chests within.	Enemies: Wraiths and Nightwraith	364
Scavenger Hunt: Griffin Trousers (Enhanced)	Chest	Velen: Crow Perch: Burned Ruins	Among the burned out ruins.	—	354
Scavenger Hunt: Griffin Silver Sword (Superior)	Chest	Skellige: Ard Skellig: Elverum Lighthouse	Inside the cave haunted by wraiths.	Enemies: Wraith, Drowned Dead	390
Scavenger Hunt: Griffin Steel Sword (Superior)	Chest	Skellige: An Skellig: West of Yngvar's Fang	Near the cliff behind a large rock, close to the corner of the northern shore.	Enemies: Bandits	397
Scavenger Hunt: Griffin Armor (Superior)	Chest	Skellige: Ard Skellig: Giants' Toes	Among the rocks on a broken boat	Enemies: Bandits	394
Scavenger Hunt: Griffin Silver Sword (Mastercrafted)	Chest	Skellige: Ard Skellig: Roxholm	Inside the ruined tower	Enemies: Werewolves	389
Scavenger Hunt. Griffin Steel Sword (Mastercrafted)	Chest	Skellige: Ard Skellig: Redgill (north of here)	Follow the road north from Redgill. The cries is overlooking the courtyard of the abandonned village.	Enemies: Earth Elemental	391
Scavenger Hunt: Griffin Armor (Mastercrafted)	Chest	Skellige: Ard Skellig: North of Redgill: follow the road towards the Whale Graveyard	Defeat the cyclops, go in the ruins, climb up the rocks to reach an area containing a place of power and the chest.	Enemies: Cyclops	395
Scavenger Hunt. Feline Silver Sword	Skeleton	Novigrad: Gustfields: Est Tayiar	Upon jumping down into the cave entrance you will land in a brick room. Aard the brick wall to destroy it and reveal a skeleton containing the Feline Silver sword diagram.	—	383
Scavenger Hunt: Feline Steel Sword	Chests	Novigrad: Grassy Knoll: Drahrim Castle	Inside the tower. Additional good loot in other chests, too.	Enemy: Ghoul	379
Scavenger Hunt: Feline Crossbow	Chest	Novigrad: Grassy Knoll: Lighthouse or Widow's Grotto	Below deck in the wrecked ship west of the shoreline, by Basilisk Isle.	Enemy: Basilisk	378
Scavenger Hunt: Feline Armor	Corpse	Novigrad: Temple Isle: Electors' Square	Taken from the corpse of the Mad Kiyan Witcher, within this location	Mad Kiyan Witcher	373
Scavenger Hunt: Feline Boots	Corpse	Novigrad: Temple Isle: Electors' Square	Taken from the corpse of the Mad Kiyan Witcher, within this location	Mad Kiyan Witcher	373
Scavenger Hunt: Feline Gauntlets	Corpse	Novigrad: Temple Isle: Electors' Square	Taken from the corpse of the Mad Kiyan Witcher, within this location	Mad Kiyan Witcher	373
Scavenger Hunt: Feline Trousers	Corpse	Novigrad: Temple Isle: Electors' Square	Taken from the corpse of the Mad Kiyan Witcher, within this location	Mad Kiyan Witcher	373
Scavenger Hunt: Feline Silver Sword (Enhanced)	Chest	Novigrad: The Bits District, just southwest of Oxenfurt Gate	Inside a building on the second floor. Enter the building via the ladder.	—	371
Scavenger Hunt: Feline Steel Sword (Enhanced)	Chest	Velen: The Descent: Toderas (southwest)	Inside the Treasure Vault cave midway between Toderas and Reardon Manor	—	360
Scavenger Hunt: Feline Armor (Enhanced)	Chest	Novigrad: Gustfields: Aeramas' Abandoned Manor	On top of the ruins.	—	383
Scavenger Hunt: Feline Boots (Enhanced)	Chest	Velen: Grayrocks: Cave north of Benek, east of Toderas	Inside the cave, nearer to the opening of the cave.	—	360
Scavenger Hunt: Feline Gauntlets (Enhanced)	Chest	Velen: Grayrocks: Codger's Quarry	Inside the mine opening	Enemies: Ghouls	357
Scavenger Hunt: Feline Trousers (Enhanced)	Chest	Novigrad: Oxenfurt: Western Gate (prison sewer)	Deireadh Prison (ideally during Main Quest: The Great Escape): Inside the building, ground floor, head down the ladder and into the sewers.	—	384
Scavenger Hunt: Feline Silver Sword (Superior)	Chest	Novigrad: Grassy Knoll: Cave, in the woods due east of Ursten	Inside the cave, go down the stairs. After the last set of stairs, on the west side of the cave wall is alcove you must climb into. Use Aard.	Enemies: Nekkers and Troll	379
Scavenger Hunt: Feline Steel Sword (Superior)	Chest	Novigrad: Gustfields: Cavern	Near the supplies next to the boat.	Enemy: Golem	381
Scavenger Hunt: Feline Armor (Superior)	Chest	Velen: Crookback Bog: due east of Bandit's Camp	Among the ruins. Head directly east from Bandit's Camp in The Mire until you reach the ruins.	Enemy: Earth Elemental	366
Scavenger Hunt: Feline Silver sword (Mastercrafted)	Chest	Skellige: Faroe: Harviken (east of here)	Locate the troll's treasure cave in the hills east of Harviken.	Enemy: Rabid rock troll	399
Scavenger Hunt: Feline Steel Sword (Mastercrafted)	Chest	Skellige: Ard Skellig: Kaer Gelen	Inside Kaer Gelen; a small chamber south of the entrance; explore thoroughly!	Enemy: Wraith	395
Scavenger Hunt: Feline Armor (Mastercrafted)	Chest	Skellige: Faroe: Trottheim (south of here)	Locate the treasure cave due south of Trottheim, and explore the left fork inside.	Enemies: Wraiths	399
Scavenger Hunt: Ursine Silver Sword	Sack	Skellige: Ard Skellig: North of Rogne, Fort Etnir	Due north of Rogue. Among the ruins.	Enemy: Ice Elemental, Gargoyle	394
Scavenger Hunt: Ursine Steel Sword	Chest	Skellige. Ard Skellig. Ruined Inn	Below the burned out inn. Aard the rumble on the stairs to gain entry.	Enemy. Wraith	392
Scavenger Hunt: Ursine Crossbow	Skeleton	Skellige. Spikeroog. Old Watchtower	The cave on the shore, south of the Old Watchtower. Find your way around the outer edges of this cave. A bit of climbing and jumping may be in order to reach this upper area where a skeleton lays containg the crossbow diagram.	Enemies. Drowners, Ekhidna	402
Scavenger Hunt. Ursine Armor	Chest	Skellige. An Skellig. Yngvar's Fang	Fort Tuirseach: Aftering going through all the prison cells, take the last prison cell that leads downstairs then back up.	Enemies: Wraith	397
Scavenger Hunt: Ursine Boots	Chest	Skellige: An Skellig: Yngvar's Fang	Fort Tuirseach: Aftering going through all the prison cells, take the last prison cell that leads downstairs then back up.	Enemies: Wraith	397
Scavenger Hunt: Ursine Gauntlets	Chest	Skellige: An Skellig: Yngvar's Fang	Fort Tuirseach: Aftering going through all the prison cells, take the last prison cell that leads downstairs then back up.	Enemies: Wraith	397
Scavenger Hunt: Ursine Trousers	Chest	Skellige: An Skellig: Yngvar's Fang	Fort Tuirseach: Aftering going through all the prison cells, take the last prison cell that leads downstairs then back up.	Enemies: Wraith	397
Scavenger Hunt: Ursine Silver Sword (Enhanced)	Chest	Skellige: Ard Skellig: Kaer Gelen	Inside the castle cave northeast of the signpost.	Enemies: Ghouls and Alghoul	395
Scavenger Hunt: Ursine Steel Sword (Enhanced)	Chest	Skellige: Prison Island: Kaer Almhult	In the western rampart near a pile of rubble.	Enemies: Pirates, Dogs	396
Scavenger Hunt: Ursine Armor (Enhanced)	Chest	Skellige: Ard Skellig: Grotto (Bandit Cave)	Inside the cave, where the Grossbart Brothers are faced (see Quest, on page 253)	Enemy: Grossbarts	392
Scavenger Hunt: Ursine Boots (Enhanced)	Chest	Skellige: Ard Skellig: Wild Shore (southeast of here)	Inside the farting troll cave, south from Wild Shore, then east into the woods.	Enemies: Jessie, Joe, Dodger	389
Scavenger Hunt: Ursine Gauntlets (Enhanced)	Chest	Skellige: Ard Skellig: Northeast of Rogne, south of Fort Etnir	In the ruins of the gate's guard tower.	Enemies: Wraiths	394
Scavenger Hunt: Ursine Trousers (Enhanced)	Chest	Skellige: Undvik, small isle northeast of Marlin Coast	Cavern, located on the isle	Enemies: Foglets	404
Scavenger Hunt: Ursine Silver Sword (Superior)	Chest	Velen: Crookback Bog: southwest of The Orphans of Crookback Bog	Close to the end of the cave. Start Contract: Swamp Thing (page 286) to uncover this cave as it has an illusion of rocks covering its entrance, requiring the Eye of Nehaleni to open.	Enemies: Foglets (Contract)	366
Scavenger Hunt: Ursine Steel Sword (Superior)	Chest	Velen: Crookback Bog: Ruined Tower	In the corner of the ruins nearest the large tree.	Enemy: Earth elemental	365
Scavenger Hunt. Ursine Armor (Superior)	Chest	Velen: Northwest from Hangman's Tree	Monster den, inside the cave	Enemy: Nekkers	358
Scavenger Hunt: Ursine Silver Sword (Mastercrafted)	Chest	Velen: The Mire: Olena's Grove, small rock island northeast of here.	By the rock atop the hill.	Enemies: Drowners	364
Scavenger Hunt: Ursine Steel Sword (Mastercrafted)	Chest	Velen: Crow Perch: Blackbough (north, and west of the Pellar's Hut)	Near where you find Princess during Main Quest: A Princess in Distress (page 75). After the second drop down into the cave, turn right for the chest containing the Ursine steel sword upgrade. There are two other chests nearby, too.	Enemy: Bear	354
Scavenger Hunt: Ursine Armor (Mastercrafted)	Chest	Velen: Bald Mountain: Destroyed Bastion	Near the tower by a crumbled wall. There are also Ingredients in Sacks. Potentially good loot in chest near sharpening wheel	Enemy: Cyclops	368

EPILOGUE AND ENDINGS

OVERVIEW

The following information is **SPOILER HEAVY**, and reveals how to obtain each of the three playable Epilogues to the Critical Path Main Quests, as well as every possible ending.

DANGER ALERT — SPOILER ALERT XXX

! SOMETHING ENDS, SOMETHING BEGINS (I)

Location: The Orphans of Crookbag Bog
Characters: Berem
Enemies: Peasants, Wild Dogs, Water Hag, Grave Hags, Weavess

QUESTING DECISIONS

This conclusion of your Wild Hunt occurs if you made three of the previous five choices during your adventure:

- **During Act II: Main Quest: Blood on the Battlefield, you chose to drink with Ciri instead of engaging in a snowball fight.**
- **During Act II: Main Quest: Blood on the Battlefield, you chose to take coin from Emhyr when visiting with Ciri, instead of refusing it.**
- **During Act III: Main Quest: Final Preparations, you decided to talk to the Lodge of Sorceresses instead of letting Ciri go in alone.**
- **During Act III: Main Quest: Battle Preparations, you gave Ciri Lara Dorren's necklace instead of letting her ransack Avallac'h's laboratory.**
- **During Act III: Main Quest: Battle Preparations, you refused to let Ciri visit Skjall's grave on Hindarsfjall.**

LAMENT FOR A SLAIN SWALLOW

OBJECTIVE:
- Talk to the werewolf.

Berem

It is late in the evening as you slog your way through the muck of Crookback Bog. There is a murderous intent shining in your eyes. Head east to reach the werewolf. He seems to be resigned to his fate, telling you the swamp is poisoned, and he has no strength to hunt humans. You ask about the crone. The one that stole your dead daughter's medallion. Then you give the beast a choice:

- **"No": A quick death, in combat against you. The werewolf and you engage in a vicious battle. This quest then skips to locating the crone you seek.**
- **"There's one": A sparing of life, of the werewolf that now helps you. Follow the werewolf roughly northwards, until Berem senses a wolf… and men.**

OBJECTIVES:
- (Optional) Follow Berem.
- (Optional) Defeat the hunters.

The men have caught a she-wolf. They mean to kill her for sport. One of the hunters is missing an ear. Answer the hunters as you wish. They refuse to speak of the crone or free the she-wolf.

- **After belting the earless one on his arse, a fracas begins. Slay all ten hunters, and two wild dogs they set upon you. Berem claws at these peasant too, and victory is assured.**

- **Telling them it's none of your business. You leave them to torture the she-wolf, and continue deeper into the bog with Berem.**

You finish off your final foe, and Berem mentions one of the she-wolf's cubs has survived. You remain unmoved (but fleet of foot) there is no time to save the cub. Continue east across the great swamp, following Berem. You may have to tackle a water hag, but the familiar pathways leading to Crookbag Bog Orphans' Village soon appear. You dismiss Berem, telling him to rescue that cub. He must flee.

DESPAIR DEVOURS YOU, AS MAGGOTS DEVOUR A CORPSE

OBJECTIVE:
- Kill the last Crone.

FACING THE CRONE ALONE

If you killed the werewolf, simply head east through the swamp to the Orphan's *Village within Crookbag Bog, and face the crone alone.*

Weavess

The last of the crones speaks to her dead sisters, vowing revenge. You reach her home, and coax her away from the tapestry. She mocks your dead daughter, and her accursed blood. When battle commences, prepare to face Weavess, two drowners, a water hag, and a grave hag. Concentrate on the crone, watching for her transforming disappearance into a flock of crows.

You cut the head from the last of the Ladies of the Wood. The shrine room is ransacked, until a small box containing Ciri's Wolf Medallion is found. You sit, head in your hands, as the sun finally sets over Temeria.

DECISIONS, DECISIONS

This quest now concludes. After the Credits roll, you can continue to complete some, *but not all Secondary Quests, though the Main Quest has now finished.*

ITEM: Quest Item: Ciri's Wolf Medallion

! SOMETHING ENDS, SOMETHING BEGINS (II)

Locations: White Orchard, Abandoned Village
Characters: Dandelion, Zoltan Chivay, Triss Merigold, Yennefer of Vengerberg, Mislav, Cirilla
Enemies: Forktail, Bear

QUESTING DECISIONS

This conclusion of your Wild Hunt occurs if you made three of the previous five choices during your adventure:

- **During Act II: Main Quest: Blood on the Battlefield, you chose to engage in a snowball fight instead of drinking with Ciri.**
- **During Act II: Main Quest: Blood on the Battlefield, you refused to take coin from Emhyr when visiting with Ciri, instead of taking it.**
- **During Act III: Main Quest: Final Preparations, you decided to let Ciri talk to the Lodge of Sorceresses alone instead of going with her.**
- **During Act III: Main Quest: Battle Preparations, you allowed Ciri to ransack Avallac'h's laboratory instead of giving her Lara Dorren's necklace.**
- **During Act III: Main Quest: Battle Preparations, you made time to visit Skjall's grave on Hindarsfjall, instead of refusing Ciri's request.**

If you made three or more negative choices, Ciri is dead, and Something Ends, Something Begins (I) occurs instead.

For this ending, the following must also occur:

- **During Act II: Main Quest: Blood on the Battlefield, you agreed to visit Vizima and presented Ciri to Emhyr.**
- **During Act II, you completed The Assassins' Quests (Secondary Quest: An Eye for an Eye, Secondary Quest: A Deadly Plot, and Secondary Quest: Redania's Most Wanted), and during Act III you completed Secondary Quest: Reason of State, killed King Radovid, and sided with Vernon Roche. Subsequently, the emperor and Nilfgaardian army won the war over the Redanians and King Radovid.**

THE IMPATIENT HUNTRESS

OBJECTIVE:

- Talk to the hunter.

Mislav

A few months have passed. Dandelion and Zoltan are making merry in the White Orchard tavern, chortling about past conquests. You refuse a flagon of hooch, since you promised you'd be at the huntsman's cottage.

- **If you are romantically involved with Triss Merigold, she joins in the revelry at the tavern table.**
- **If you are romantically involved with Yennefer of Vengerberg, she smiles at the festivities from the tavern table.**
- **If you have no romantic entanglements at this point, there is an empty chair at the tavern table.**

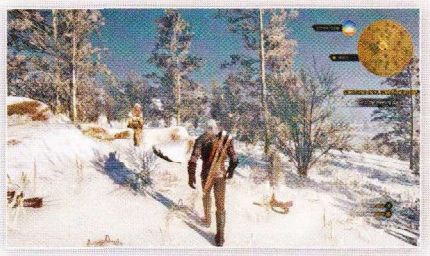
Time has passed, and it is chilly out. A thin blanket of soft snow shrouds the roads and thatched rooftops. A peasant is having trouble with his horse. Aid him (Secondary Quest: Faithful Friend, see page 205), or continue. You pass a peasant in the village. You might stop by for some of his wife's pie later. Head roughly westward, out of the village, toward the hunter's cottage on the outskirts. Mislav is outside, tanning a hide. He tells you "she" is eager to roam the fields, and learn the ways of the hunter. But she is too impatient.

PLAYING HARE AND HOUNDS

OBJECTIVES:

- Find Ciri.
- Go to the griffin's nest.
- Slay the forktail.

Cirilla



Your daughter is over yonder—roughly westward across the frozen pasture. She sits atop a small cluster of boulders, staring into the snow. She seems a little melancholy, and isn't up to snaring rabbits. She wants to see the griffin's nest—the one you found many months ago. Answer her how you wish, before you set off.

Follow the path south and begin to climb the stone ledges leading up to the griffin's lair. Leap the crevasse, and you reach the nest at the brow of the hill. You warn Ciri to take care, but she refrains from listening. This is to her detriment, as a forktail has taken up refuge in this nest, and charges you both! Slay the forktail. Afterwards, you warn Ciri of her narrow escape, but she seems not to care. She's frustrated by something. You offer to go fishing.

VESEMIR'S TECHNIQUE

OBJECTIVES:

- Go to the lake.
- Get rid of the bear.
- Fish with Ciri.
- Collect the fish (4).

Travel northeast, passing through the Abandoned Village where you fought the noonwraith. Just beyond, down the slope, is an iced-over lake where a bear is pawing for pollack. You plan to scare the animal off. This is achieved by either slaying it, or frightening it with a bomb or a crossbow bolt

Without rods, fishing could be difficult. But you've a little trick to show Ciri. Something Vesemir might have taught you a long time ago… Choose a bomb, aim and lob it into the fishing hole, and wait for the explosion. The hole cracks open, and four pollack are blown up and onto the ice. Gather them all up, using your Witcher Senses if you can't immediately find one.

ITEM: Quest Item: Dead Fish (4)

YOU'LL BE FINE. YOU'RE A WITCHER.

OBJECTIVE:

- Go for a walk with Ciri.

Follow Ciri as you walk through the woods on this cold, crisp morning. You speak of past exploits and Ciri remarks that you never gave her the piggyback ride that she was promised. She jumps on your back. You dash around and both fall to the snow, laughing. It is time to head back. Follow Ciri in a vaguely northern path, recounting her youth at Kaer Morhen. Past the white orchards.

Ciri almost managed to forget today was the day. She rides to Nilfgaard. To her father, Emhyr. Today is the time for Ciri to stop running. If she wishes to enact change, it must be from a throne; not hunting monsters around forgotten villages. Ask her if this was her choice, and that you could have been told, then ask if this is what she wants. It is. You can answer her how you wish, before she hands over her sword, and gives you a long hug. Then she joins the Nilfgaardian company as they set off to crown a new empress.

DECISIONS, DECISIONS

This quest now concludes. After the Credits roll, you can continue to complete some, but not all Secondary Quests, though the Main Quest has now finished.

DANGER ALERT

SPOILER ALERT XXX

! SOMETHING ENDS, SOMETHING BEGINS (III)

Locations: Vizima Royal Castle, Redania, Nilfgaardian Garrison, White Orchard Tavern
Characters: Emperor's Chamberlain, Emperor Emhyr var Emreis, Master Ort, Cirilla

QUESTING DECISIONS

This conclusion of your Wild Hunt occurs if you made two or more of the previous four choices during your adventure:

- **During Act II: Main Quest: Blood on the Battlefield, you chose to engage in a snowball fight instead of drinking with Ciri.**
- **During Act III: Main Quest: Final Preparations, you decided to let Ciri talk to the Lodge of Sorceresses alone instead of going with her.**
- **During Act III: Main Quest: Battle Preparations, you allowed Ciri to ransack Avallac'h's laboratory instead of giving her Lara Dorren's necklace.**
- **During Act III: Main Quest: Battle Preparations, you made time to visit Skjall's grave on Hindarsfjall, instead of refusing Ciri's request.**

If you made three or more negative choices, Ciri is dead, and Something Ends, Something Begins (I) occurs instead.

For this ending, the following must also occur:

- **During Act II: Main Quest: Blood on the Battlefield, you made sure not to visit Vizima and did not present Ciri to Emhyr.**
- **Or, if the Nilfgaard lost the war, and either Radovid lives, or Dijsktra rules Redania.**

There are three variations to this ending. The first two require the following: During Act II, you must have completed The Assassins' Quests (Secondary Quest: An Eye for an Eye, Secondary Quest: A Deadly Plot, and Secondary Quest: Redania's Most Wanted); and during Act III, you must have completed Secondary Quest: Reason of State. How this quest ended influences this ending:

- **If you killed King Radovid and sided with Vernon Roche and Thaler against Dijkstra, the Nilfgaardians rule over this land. The emperor moves his troops from Vizima Palace, leave this land, and free Temerian troops reclaim it peacefully. This is Ending III (I).**
- **If you killed King Radovid and sided with Dijkstra against Vernon Roche and Thaler, Dijkstra rules over this land. He isn't a violent despot, but his troops are seeking clues of conspiracy, driving spies and enemies of the crown away from the land. This is Ending III (II).**
- **Did you ignore Secondary Quest: Reason of State? Then Radovid is still very much alive, and rules over this land. The emperor needs to flee from Vizima Palace and witch hunters are everywhere, violently oppressing the population. Uprisings are crushed, and an air of despondency hangs like poisonous cloud. This is Ending III (III).**

THE GENTLEMAN WILL LEAD. THE EMPEROR WILL FOLLOW.

OBJECTIVE:

- Talk to Emhyr var Emreis.

Emperor Emhyr var Emreis

One week has passed. The war between Nilfgaard and Redania has concluded, and you have been summoned to report to the Emhyr on the search for Ciri. You are beckoned forward by the chamberlain. In the hall, an officer is drilling his troops. What he says depends on who won the war:

- **Ending III (I): If the emperor and Nilfgaardian army won the war over the Redanians and King Radovid, the wealth of Novigard is ordered to be guarded from looters. In addition, there is talk about an approaching delegation (probably the Redanians ready to sign a peace treaty).**
- **Ending III (II and III): If the emperor and Nilfgaardian army lost the war over the Redanians and King Radovid, deserters are ordered to be shot. In addition, there are further reports on deserters.**

Other courtesans mention the war depending on the outcome, too.

You are shown into the emperor's quarters. You inform him Ciri is dead—slain as she attempted to stop The White Cold prophecy. Only Avallac'h knows this apart from you both. Yennefer has decided to stay in the north. And you?

- Tell him you have post-war work to do.
- Tell him it's none of his business.

He asks if Ciri conveyed anything to you about him. Answer him (your response elects a small modicum of sadness depending on how flippant you pretend Ciri was about the emperor):

- She regretted not saying goodbye.
- That he wasn't a good father.
- Or she didn't talk about him.

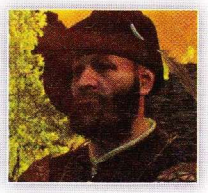
The emperor requests that you leave. He never wishes to see you again.

A BLADE FIT FOR A WITCHER

OBJECTIVE:

- Go to the ruined fortress.

Some time later, having returned to White Orchard village on the road to Vizima, you sit a spell and speak with some merchants on the old road to the ruined Nilfgaardian Barracks. They speak of the war, and what is to come.



Master Ort

- **Ending III (I): They mention the Nilfgaard are fleeing (in reality, they are retreating so the Temerians can fill the power void), and they've left some casks of wine behind.**
- **Ending III (II): They mention the fleeing Nilfgaard, and the bandits sensing the void caused by the ensuing chaos.**
- **Ending III (III): They mention that with the Black Ones gone, the witch hunters are moving in. But life will still roll on.**

Mount your trusty steed, and ride Roach roughly northward along the road. On the way, you notice one of the following:

- **Ending III (I): After the crossroads, you pass a large contingent of Nilfgaardian cavalry and infantry troops, having left the Garrison beyond the swamp.**
- **Ending III (II): At the crossroads, you pass a group of Redanian troops looting the corpses of a merchant caravan you hope they didn't kill.**
- **Ending III (III): At the crossroads, you see the corpses of a merchant caravan rotting in the sun. There are wolves nearby.**

Follow the road north, through the small swamp and up the wooden steps of the Nilfgaardian Garrison. Your contact has been waylaid. You wait a few hours. Master Ort the weaponsmith approaches. He has forged the finest blade in over thirty years of sword-making. But what was the inscription you asked for?

- "Zireael," Ciri's elvish name.
- "The Flash that Cuts," the blade's name.

After you pay him in gems, he tells of a striga prowling the Maribor Forest. But you have a rendezvous at the White Orchard tavern, first. Or perhaps try this weapon out yourself, on a nearby training dummy.

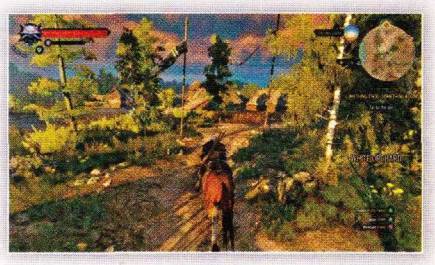
ITEM: Quest Item: Zireael or The Flash that Cuts

THE SWORD AND THE SWALLOW

OBJECTIVES:

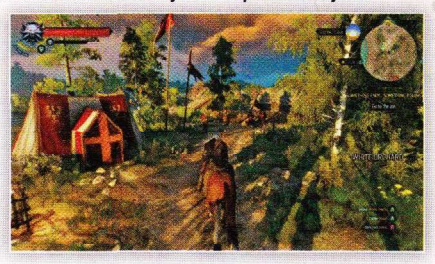
- Go to the inn.
- Ending III (III): (Optional) Help the inhabitants of the village.

Gallop from the garrison, traveling south and then southeast along the river road, and into the village of White Orchard.



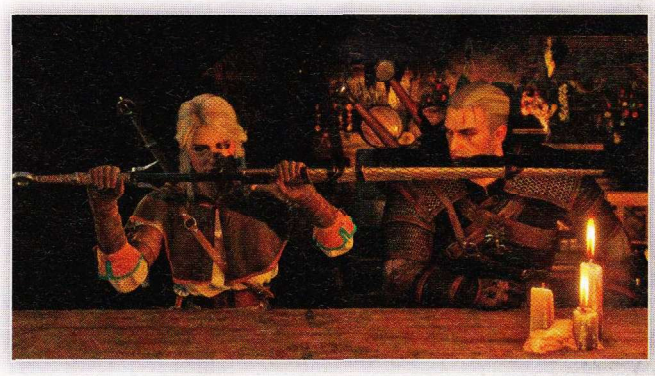
- **Ending III (I): There are no tents at the threshold of White Orchard, instead the flags of Temeria proudly fly. En route to the tavern, you pass the same contigent of Nilfgaard planning a route out of here. At the tavern, Lord Dagborg is reclaiming the lands for Temeria.**

- **Ending III (II): The Redanian tents are still there as the leaderless troops of Radovid begin to retreat, and a more chaotic style of government starts. There are propaganda posters of Dijkstra everywhere. His troops are looking for conspiracy agents, and raising taxes.**



- **Ending III (III): The Redanian tents are here, as the troops go from hut to hut, looking for nonhumans and mages alike. As you head past one cottage, a small boy flags you down. Soldiers have half his family bound up in a nearby hut. Enter and slaughter the four Redanian soldiers inside (if you wish). Then ride to the tavern, which bears Radovid's propaganda.**

Enter the tavern and continue to the table where the hooded woman is sitting. You inform Ciri that the deed is done. She asks if the emperor believed you. You don't care either way. You talk of your next contract, and present Ciri's fine new blade. She'll have plenty of opportunities to wield it… as a witcher!



DECISIONS, DECISIONS

This quest now concludes. After the Credits roll, you can continue to complete some, but not all Secondary Quests, though the Main Quest has now finished.

Main Quest: Endings

Congratulations, witcher! You've made it to the end of your main adventure. Before you continue your explorations after the Credits roll, be aware of all the different endings that you can obtain, and how to obtain them. Some of these ending scenes play out prior to the very end of the Main Quest.

Character Endings

The following details the fates of characters prior to the end of the Main Quest.

Conclusion 1: The Fate of the Bloody Baron

A Changed Man: The Baron takes his wife Anna to the Blue Mountains, if you killed the tree spirit during Main Quest: The Whispering Hillock, and completed Main Quest: Return to Crookback Bog (since the Baron's wife Anna was turned mad by the crones).

The Hanged Man: The Baron hangs himself, if you freed the tree spirit during Main Quest: The Whispering Hillock, and completed Main Quest: Return to Crookback Bog (since the Baron's wife Anna was turned into a grotesque hag and died).

Conclusion 2: The Fate of Sara the Godling

In Godling We Trust: Sara stays in the dream house of Novigrad, if you chose to make a deal with her during Main Quest: Novigrad Dreaming. You can visit Sara and Corrine in the house, where they live together.

Banishment: Sara is cast out of the dream house of Novigrad, if you chose to throw her out during Main Quest: Novigrad Dreaming. She appears during Main Quest: Bald Mountain, having met and befriended Johnny.

Conclusion 3: The Fate of Keira Metz

A New Friend: Having fought in the Battle of Kaer Morhen, the sorceress befriended the witcher Lambert, and took him with her on her further adventurers. An odd couple to be sure, if you chose to convince her to head to Kaer Morhen during Secondary Quest: For the Advancement of Learning.

A Savage End: Headstrong but very, very wrong in her opinion that she could change Radovid's mind about her magical abilities. She was made an example of and put on a stake in Hierarch Square, if you chose to agree she should go to Radovid during Secondary Quest: For the Advancement of Learning.

CONCLUSION 4: THE FATE OF WHORESON JUNIOR

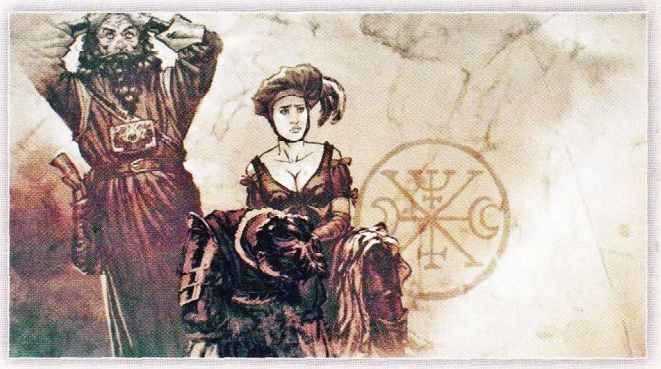
A Changed Man: The doppler named Dudu successfully impersonated Whoreson Junior, and the whoremonger turned over a new leaf as his businesses flourished, if you elected to kill the real Whoreson during Main Quest: Get Junior.

A Pitiful Wretch: The subsequent weeks and the wrath of the Big Four took its toll on the wretched Whoreson Junior, who fell from power into the effluent gutters of The Bits, if you elected to spare him during Main Quest: Get Junior.

CONCLUSION 5: THE FATE OF MAGES

All Aboard to Kovir: With Radovid's purge of the mages thwarted by you and Triss—having successfully completed Secondary Quest: Now or Never—the king turns his attention to nonhumans instead. But sorcery is safe. For now...

On Stakes in the Square: With Radovid's purge of the mages left unstopped by you or Triss—having ignored Secondary Quest: Now or Never—the king and his witch hunters turned Novigrad into a death trap for those of a magical disposition.



FINAL ENDINGS

The following details the fates of characters after the end of the Main Quest.

CONCLUSION 6: THE RULER OF NOVIGRAD AND VELEN (NO MAN'S LAND)

Radovid: A tactical genius, he handily defeated the Nilfgaardians to the south, and Radovid became ruler if you ignored all of the Assassins' Quests, and did not complete Secondary Quest: Reason of State. Radovid's subsequent witch hunt resulted in the murder of thousands of pellars, herbalists, and nonhumans.

Dijkstra: The emperor was repelled in the field, Radovid fell victim to assassins, and a shadowy force took up the reins of power, if you completed all of the Assassins' Quests, Secondary Quest: Reason of State, and sided with Dijkstra. A consolidation of his rule and industrialization followed (for the good of his subjects, but contrary to their will).

Emhyr var Emreis: With Radovid falling to an assassins' blade, the Northern Realms fell to the Emhyr's countless legions, if you completed all of the Assassins' Quests, Secondary Quest: Reason of State, and sided with Vernon Roche and Thaler. Emhyr redirected his forces, while the Temerians got their country back.

CONCLUSION 7: THE FATE OF THE EMPEROR

Emhyr var Emreis lives!: After Radovid's forces were dealt with, Emhyr turned to those who had conspired against him (soldiers and aristcrats alike) and showed no mercy. This occurs if the Ruler of Novigrad and Velen is Emhyr var Emreis.

Emhyr var Emreis dies!: Boundlessly obedient as long as victory continued, Emhyr's subjects attacked after his string of humiliating defeats, and slew him on the steps of his palace at Vizima. This occurs if the Ruler of Novigrad and Velen is either Radovid or Dijkstra.

CONCLUSION 8: THE RULER OF SKELLIGE

Cerys an Craite: There was no raiding of foreign shores, as Cerys turned to care for her own people and lands. Skellige prospered greatly, albeit with its fangs of yore dulled. This occurs if you completed the Clan An Craite Quests and sided with Cerys during King's Gambit.

Hjalmar an Craite: Despite the war on the Continent ending, Hjalmar vowed to loot and burn the shores of the hated Empire of Nilfgaard every spring, even if he was to drown his own people in blood. This occurs if you completed the Clan An Craite Quests and sided with Hjalmar during King's Gambit.

Svanrige Bran: The young king was no puppet. Tired of the Jarls' incessant feuding, he transformed the isles into an absolute monarchy like those of the Continent. This was an achievement thick with the blood of his countrymen. This occurs if you ignored the Clan An Craite Quest: Secondary Quest: King's Gambit.

CONCLUSION 9: THE FATE OF CIRI

Ciri is Dead?: Since the memorable events on Undvik, Ciri is yet to be seen. Which hardly means she's never to return. This occurs if you completed Epilogue: Something Ends, Something Begins I (more negative choices than positive ones during Main Quest: Blood on the Battlefield, Main Quest: Final Preparations, and Main Quest: Battle Preparations).

Ciri is Empress: Returning to her paternal home of Nilfgaard, Ciri had the requisite qualities of an empress (political instinct and a sense of simple, human decency). Emhyr prepared to name her his successor. This occurs if you completed Epilogue: Something Ends, Something Begins II (more positive choices than negative ones during Main Quest: Blood on the Battlefield, Main Quest: Final Preparations, and Main Quest: Battle Preparations, and you visited Emhyr during Main Quest: Blood on the Battlefield). Radovid must also be dead (you completed Secondary Quest: Reason of State), and you must side with Roche and Thaler.

Ciri is Alive: Choosing to live as a witcher, on the Path, Geralt taught her all he knew, before they each set off on their own. Rumors spread from the Yaruga to the mountains of Kovir of this ashen-haired adventuress. This occurs if you completed Epilogue: Something Ends, Something Begins III (more positive choices than negative ones during Main Quest: Blood on the Battlefield, Main Quest: Final Preparations, and Main Quest: Battle Preparations, and you did not visit Emhyr during Main Quest: Blood on the Battlefield).

CONCLUSION 10: THE FATE OF GERALT

With Triss: It is hard to believe, but Geralt finally planted roots in far away Kovir. The smell of freshly-baked cakes, an occasional job to undertake, and a fortune to spend as Triss was mage advisor to Kovir's king. The occurs if you completed Secondary Quest: Now or Never, told Triss you loved her, and chose to be with her. If prompted, you also need to ignore the advances of Yennefer during Secondary Quest: Last Wish.

With Yennefer: Geralt and Yennefer retreated away from politics to a quiet, calm life together. They ate breakfasts well after noon, most often in bed, passing time on lazy strolls or long conversations. This occurs if you completed Secondary Quest: Last Wish, and chose to be with Yennefer. If prompted, you also need to ignore the advances of Triss during Secondary Quest: Now or Never.

Forever Alone: Sticking to his profession, living hand to mouth, always on the road, ever coinless. A drink with Dandelion to speculate what could have been. This occurs if you completed both Secondary Quests: Last Wish and Now or Never, and told both Triss and Yennefer you wanted to be with them. Or, this occurs if you ignored both these quests, and any romance options with Triss or Yennefer.

ATLAS OF THE NORTHERN REALMS

In which the vast territories of White Orchard, Vizima, Velen, Novigrad, Skellige, Other Worlds, and Kaer Morhen are revealed in painstaking detail. All signposts, points of interest, Places of Power, merchants, hidden locations, quest starting points, and treasure chests (along with the quality of their loot) are shown. Allowing you to complete a thorough inspection of the landscape.

OVERVIEW

Welcome to the Atlas of the Northern Realms, witcher! In this expansive chapter, cartographers have pinpointed hundreds of areas of interest, danger, and general exploration so you can survey the landscape with an increased air of certainty. The following introduction explains how this information is disseminated on a realm, territory, and area basis.

A LAND DIVIDED: REALMS, TERRITORIES, AND AREAS

This Atlas is divided into the same realms that you discover on your World Map (and the general map shown previously). However, expect to see far more information than the in-game maps provide.

REALMS

The following realms are detailed:

	White Orchard (page 348): An area once belonging to Temeria, where Geralt spends most of his time during the Main Quest Prologue.
	Vizima Royal Castle (page 351): The seat of Nilfgaardian power in the North, where Emhyr var Emreis rules with an iron fist. This is a single, interior location.
	Velen (No Man's Land) (page 352): A war-torn and decimated landscape of pestilence and woe, fought over by the Nilfgaardians and Redanians, while the peasant underclass ekes out a pitiful existence.

	Novigrad (page 369). Encompassing the largest city of the Realms, nearby rural areas, and the second city of Oxenfurt. Ravaged by war, but in better shape than the corpse-strewn south.
	The Skellige Isles (page 385): An archipelago off the Continent's western coast—a number of islands ruled over by war like clans and chiefs known as jarls. The most powerful among them rules from a castle on the largest isle, Ard Skellig.

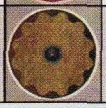
	Other Worlds (page 406): During two Main Quests (The Isle of Mists, and Through Time and Space) you end up visiting hidden and strange locations that are otherwise impossible to access. Make the most of your time here by searching every nook and cranny.
	Kaer Morhen (page 408): The hidden fortress of the Wolf School witchers, this is as close to a home as Geralt knows. The surrounding rugged mountain landscape is both beautiful to behold and dangerous.

TERRITORIES AND ISLANDS

Due to their tremendous size, the regions of Velen, Novigrad, and Skellige have been further sub-divided into smaller land masses known as "territories" (or islands in the case of Skellige). These aren't shown on your in-game maps, and are segmented across naturally-occurring topography, such as rivers and roads, wherever possible. The following territories are detailed:

	Velen: Crow's Perch (page 353).
	Velen: Mudplough (page 355).
	Velen: Grayrocks (page 356).
	Velen: The Descent (page 359).
	Velen: Spitfire Bluff (page 361).
	Velen: The Mire (page 362).
	Velen: Crookback Bog (page 365).
	Velen: Bald Mountain (page 367).

	Novigrad: City of Novigrad (page 370).
	Novigrad: Grassy Knoll (page 378).
	Novigrad: Gustfields (page 380).
	Novigrad: City of Oxenfurt (page 384).

	Skellige
	Skellige: Ard Skellig (page 386).
	Skellige: An Skellig (page 397).
	Skellige: Faroe (page 399).
	Skellige: Hindarsfjall (page 400).
	Skellige: Spikeroog (page 402).
	Skellige: Undvik (page 403).

When guide cartographers were trudging the mud roads of each and every location, it was deemed necessary to further divide specific realms and territories with a thin dotted line, and name them with a compass direction or area name used in the local vernacular. These are the areas, segments of a larger map zoomed in to show every important element you can interact with or search for.

CROW'S PERCH – CENTER

The villages of Heatherton (recently razed by the Wild Hunt) and Blackbough (where the Baron's men patrol) dominate this mainly forested part of the Crow's Perch Territory. Further north lies the remote Wolven Glade, where rituals aimed at summoning wraiths are still said to take place.

5 HEATHERTON

The inhabitants of this village were relieved when they learned the path of the marching armies had shifted slightly and passed their village by. Then one night… the generals changed their mind.

Quests

1	Looters (I)*	p. 208

Points of Interest

3	Cyclops

6 WOLVEN GLADE

A long, long time ago, when this land was ruled by forest spirits and ancient gods, the living would come here to pay their respects to the dead in the way their holy tome commanded: "Walk thee in darkness, on a path of blood, standing under bare sky, naked before the gods and their messengers." The pellar of Blackbough is said to still practice these rituals to this very day.

7 BLACKBOUGH

This village takes its name from the unwanted limbs loggers used to bring here to burn, leaving stacks of charred logs behind. The locals, however, prefer the old legend which holds that their village was founded by a prominent member of an ancient race of tree people. North of the village is the pellar's cottage.

Quests

1	A Princess in Distress	p. 75
2	Last Rites	p. 208
3	Wild at Heart	p. 210
4	Defender of the Faith (I)	p. 205
1	Fists of Fury: Velen	p. 315

Points of Interest

1	The Pellar's Cottage
1	Forktail
4	Drowner

Merchants and Repairs

1	Blacksmith: Amateur

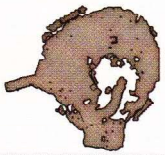
Chests

2	Ursine Steel Sword (Mastercrafted)	p. 333

Dungeons

3	Bear Cave

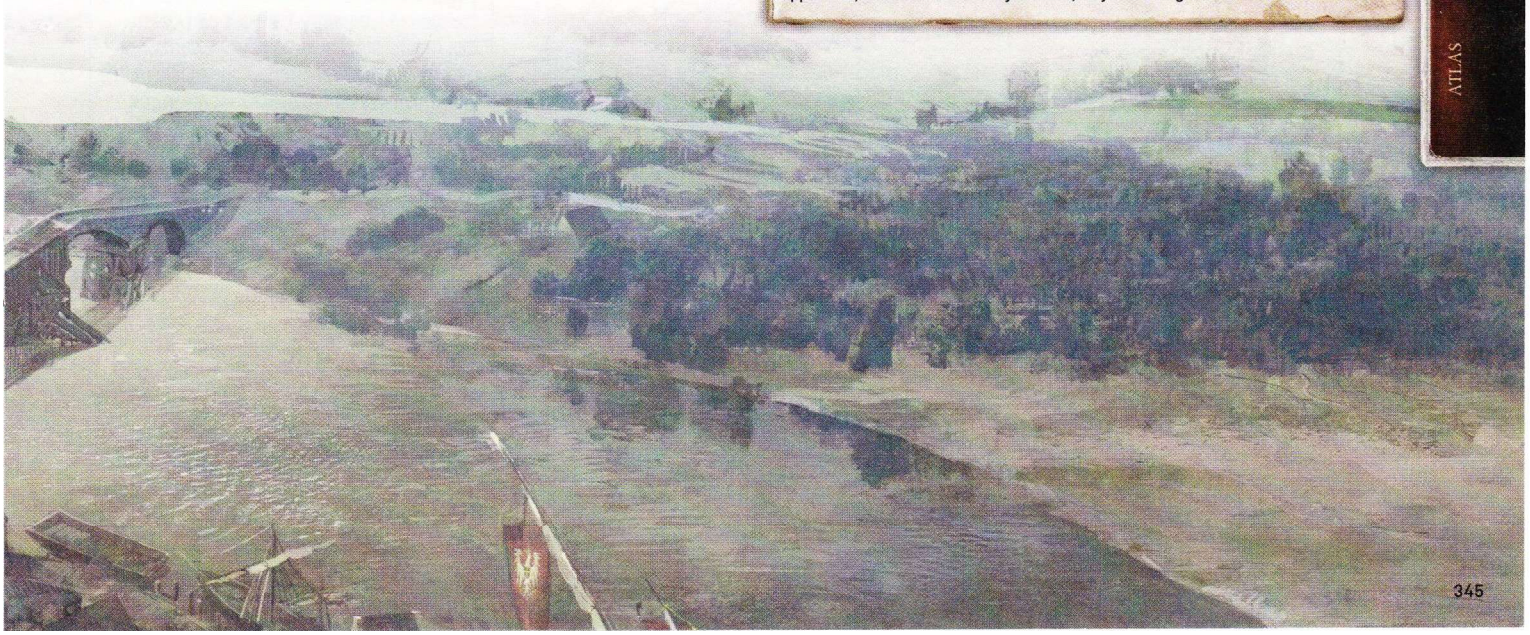
4	Keira's Magical Hideout Illusion



An example of an area—the central part of Crow's Perch Territory.

THE GUIDE'S COMPASS MAP

Note that the guide's compass maps highlight each territory or area where applicable, and show which way is north, so you won't get lost.



ICONOGRAPHY AND TOPOGRAPHY: MAP LEGEND

This Atlas employs a number of icons you may find familiar if you utilize the in-game map. For each area under examination, expect a brief synopsis of the important facts related to that area followed by maps and imagery labeled with the following icons:

LEGEND

SIGNPOSTS

	These are important geographical locations and Fast Travel points.

QUESTS

Every important quest that appears in your Quest menu is flagged with these icons, and a page number so you can quickly flip to the quest itself. Note that Hidden Treasure Hunt Quests are listed under "Chests".

	Main Quest	A critical path Main Quest begins at this point.
	Secondary Quest	An optional Secondary Quest begins at this point.
	Contracts	An optional monster hunt can begin at this point. This is usually the location of the quest giver, though most of these quests can be started by stumbling into the monster's territory.
	Gwent Quest	An optional Secondary Quest related to the card game Gwent begins at this point.
	Fistfight	An optional bout of fisticuffs is available here.
	Horse Race	An optional race on horseback can occur at this point.
	Scavenger Hunts	(Also known as treasure hunts). An optional treasure hunt to find diagrams for fabled arms and armor of the witcher schools is available here (this isn't a starting point, as these quests can begin at any diagram stash).
	Epilogue	One of the game's endings begins at this point.

NOTICE BOARDS

	A wooden board, usually found within a settlement, with a variety of notes. You can find (and start) some Secondary, Contract, and Gwent quests by reading the missives here.

POINTS OF INTEREST

A variety of interesting areas not immediately obvious include the landscapes. They are divided into the following:

	Smuggler's Cache	A small item, sometimes valuable, hidden inside a chest or a bundle.
	Bandit Camp	A (usually) small encampment with human-sized foes who are almost always hostile. If you wish to wet your steel blade, venture here.
	Person in Distress	A citizen, usually caged and in despair. Free them and they head to a particular location (also indicated).
	Abandoned Settlement	A location, sometimes in disrepair, that may have been overrun by monsters. This can also refer to stationary merchants you might wish to speak to after clearing the vicinity of enemies.
	Dwelling of Interest	An unmarked location, sometimes a place of business, that you can visit, such as a tavern or local landmark in a city.
	Spoils of War	Usually the site of a battle, and now usually pockmarked with bodies of the fallen. Explore these areas for valuables.
	Place of Power	An important stone of magic that increases a particular ability. The Sign of the Place of Power is indicated, as well.
	Monster Nest	A disgusting collection of spittle, rocks, branches, or other detritus. A Samum, Dancing Star or Grapeshot bomb are required to destroy these nests.
	Magic Lamp	These are areas where ghosts are known to have been seen. Produce the Magic Lamp given to you by Keira Metz (page 82) to uncover more at these points.
	Gwent Player	Expect a game of Gwent at this location. However, these are rarely seen, as most traders (see "Merchants and Repairs" below) make up almost all of the Gwent players in the lands; so look for them instead.
	Gwent Card Purchase Location	Expect to purchase a Gwent card at this location. As with Gwent Players, these sellers may not always be available, so you may wish to buy what they have as soon as possible.
	Guarded Treasure	Expect treasure guarded by an enemy or monsters here. The type of enemy is listed.

HARBORS AND BOATS

	If you require a boat to sail the waterways of the realms, simply look for this icon.

MERCHANTS AND REPAIRS

Interact with the following traders and obtain a variety of services and enhancements. Then check to see if they play Gwent; almost all do.

	Armorer	These traders specialize in making protective equipment from materials salvaged in the field, as well as in selling basic equipment. If they have the skill to follow diagrams you bring to them, for a fee and for the materials required, an Armorer can make what you request. These smiths can sell equipment diagrams as well.
	Blacksmith	These traders focus entirely on the sales and creation of weaponry. For your purposes, this means steel swords, silver swords, and crossbows. As with armorer, the blacksmith's individual skill determines what diagrams they can craft from. Blacksmiths may also sell equipment diagrams.
	Alchemist	Alchemists specialize in selling the materials required for Alchemy, one of the most important skills at your disposal.
	Innkeeper	Expect a variety of consumable goods.
	Barber	Feel free to change the appearance of Geralt's beard and flowing locks at any of these establishments.
	Herbalist	Instead of exploring the wilderness for wild flowers, mushrooms, or berries (and any other type of ingredient), feel free to purchase them here, instead.

	Whetstone	Whetstones are often found near 'smithies or workbenches. Whetstones provide a temporary increase to the effectiveness of your equipped weapons but they do not repair durability loss. If you're going on a tough hunt, it helps to know where whetstones can be found.
	Workbench	Workbenches are similar in function to whetstones. If you use them, they provide a temporary increase to the protection your armor affords. They do not restore lost durability.
	Merchant	A wide variety of goods can be found here, from rare books to swords, equipment, Gwent cards, foodstuffs, and many other trinkets.
	Merchant Rest and Path	Some merchants wander the roads, plying their wares. They tend to use the paths shown, and rest where indicated.
	Brothel	If you fancy an evening (or even a morning) of companionship, feel free to visit one of the two knocking shops in Novigrad.

CHESTS

Gathering valuable items is extremely important during your adventure, and this guide details the (random) quality of the treasure you should expect to find:

	Good Chest	Expect reasonably valuable (random) items in this type of chest.
	Better Chest	Expect better, more valuable (random) loot.
	Relic Chest	An extremely valuable relic is found in this chest.
	Treasure Hunt Chest	Loot from the witcher school is found here.
	Quest Chest	This chest is utilized in a specific quest. The loot itself is not required to complete the quest. Such chests may also be accessible when this quest isn't active, but it's usually advisable to find them during a quest that takes you to this location. Check the quest you are on to see if the location is mentioned.
	Hidden Treasure Quest: Key and Chest	Some chests can only be opened with a key. Keys might be concealed in lootable areas or on the corpses of the fallen along with clues to read. These chests are are part of short Hidden Treasure Quests (see page 324).

DUNGEONS

	It is well worth checking each map area for these two icons—which show the locations of dungeons within a realm—instead of stumbling into a cavern without the knowledge of the monsters that prowl within. If a dungeon's interior is larger than a house, a map is also included so you can gauge the size of the dungeon you're about to explore. In the event that a map is missing from a location, please use your online guide (free with this book) to check for available updates.

NOTES FROM THE CARTOGRAPHER

LOOT CHESTS

Loot chests, for the most part, contain random items. However, some chests have more valuable contents than others. What each chest contains is classified as "Good" (white), "Better" (gold), "Relic" (orange) and "Witcher School Gear" (green).

Chests can also be discovered while swimming under the water, peering down into the water while on a boat, or by using your Witcher Senses. Submerged underwater chests often yield better loot than those on dry land.

Some chests may be obscured or located in out of the way places. These may require use of a Sign to find (such as a chest hidden under floorboards that must be removed using the Aard Sign). These chests may yield better quality loot, but this is not guaranteed.

GETTING THE BEST GEAR

To be sure you're getting the best gear, formulae, Gwent cards, and ingredients we recommend keeping your Atlas chapter, or *The Witcher 3: Wild Hunt* Official Map App, at hand; this way, you can be confident you're getting as many nearby chests as possible.

The chest icon is also used to indicate barrels, crates, or otherwise seemingly-innocuous containers which hold valuable items. So, if you see a chest icon in this Atlas, but no chest in your game, be sure to rummage through any nearby containers.

MERCHANTS

We've done our best to mark as many merchants as possible, so when your saddle bags are full and you've become encumbered, you can sell off your haul as quickly as possible.

GOOD HUNTING TO YOU!

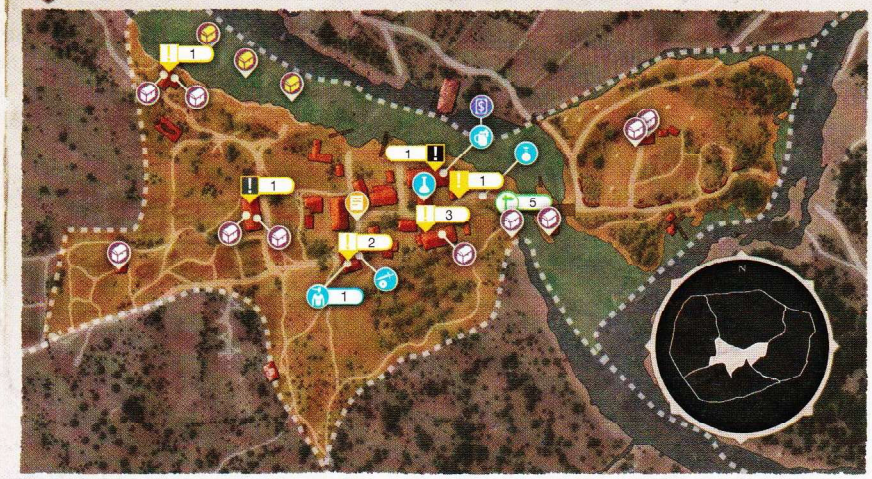
This Atlas could best be described as "exhaustive". It includes the locations of every Witcher Gear diagram and every Relic class item, but the pleasure of exploration and overcoming the obstacles needed to find certain chests has been left to you. We have striven to show what types of monsters may be nearby, but we leave proper preparation up to you. If you're unsure what monsters you might encounter and where, look around, scan the area and turn to this guide's Bestiary for advice on tackling any threats you spot.

It's a pleasure to immerse yourself in the search for hidden treasure, and often provide a very palatable sense of the world. While we have given you the locations of chests, we encourage you to obtain and read any lore that might hint a the approximate location of a treasure. Keep your eyes open, however, for the power of observation alone is sometimes enough to learn the story behind a stash.

WHITE ORCHARD

The territory of White Orchard was once part of Temeria, but the advancing Nilfgaardian armies crushed most of the resistance here. This was once a bustling farm of fruit orchards, but now bears the scars of war. It is wise to thoroughly explore this area, completing as many quests as possible (and starting your first scavenger hunt) before moving on to Velen and Novigrad.

VILLAGE OF WHITE ORCHARD



1 WOESONG BRIDGE

Quests

1	The Incident in White Orchard	p. 66
1	A Frying Pan, Spick and Span	p. 203
2	Twisted Firestarter	p. 204
3	Faithful Friend	p. 205
1	Contract: Devil by the Well	p. 274
1	Something Ends, Something Begins (II)	p. 335

Merchants and Repairs

1	Blacksmith: Amateur	Available Money: Poor

White Orchard is one of the few villages to remain relatively unscathed during the Nilfgaardian conflict. It is recommended to purchase supplies (as well as Gwent cards) here, and complete a few Secondary Quests. The Woesong Bridge is named after a girl who would stand here and look for her beloved's return.

DESERTER TERRITORY: RAVAGED LANDS

This area has bore the brunt of the recent fighting: Cackler Bridge has a number of Monster Nests to burn. The bridge was named in honor of a woman who went mad from unfulfilled love. Crossroads is close to a battlefield, and the road to Vizima or Novigrad. The Ford is now where Nilfgaardian soldiers travel. Before the war, merchants and traders crossed the river here. The Ransacked Village was attacked early in the morning. Most were slaughtered in their beds, but a lucky few fled to the woods. Now they have nothing to return to.

2 CACKLER BRIDGE

Points of Interest

1	Quen	Ghouls
1	Ghouls	

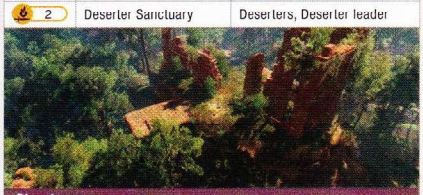
3 FORD

Quests

1	Scavenger Hunt: Viper School Gear	p. 327

Points of Interest

1	Small Deserter Camp	Deserters, Deserter leader
2	Deserter Sanctuary	Deserters, Deserter leader



Chests

1	Viper Steel Sword, Interrogation Report	p. 332

4 CROSSROADS

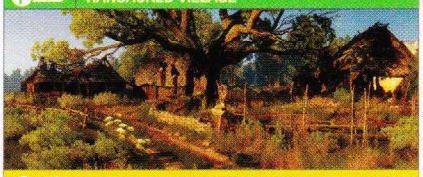
Quests

2	Lilac and Gooseberries	p. 60

Points of Interest

3	Roadside Bandits	Deserters
2	Ghouls	

5 RANSACKED VILLAGE



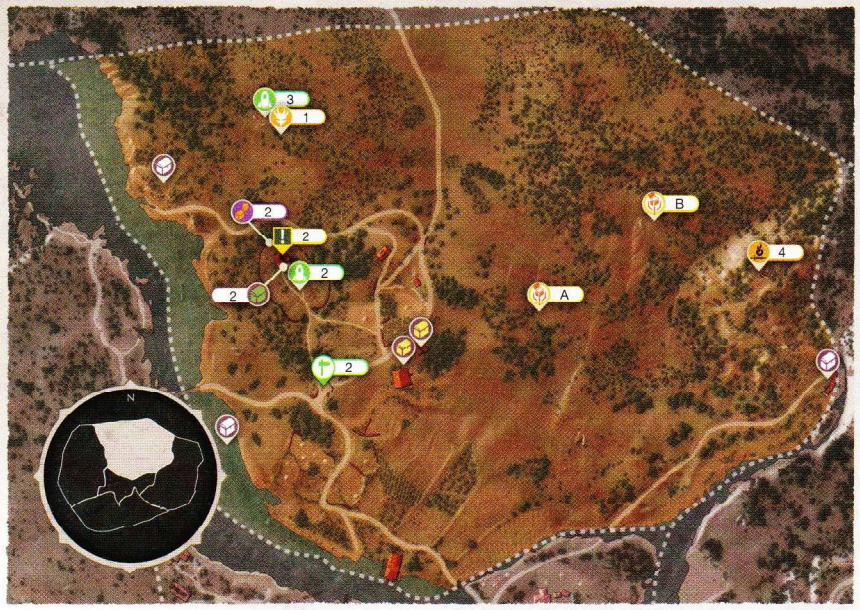
Quests

4	Missing in Action	p. 202

Points of Interest

1	Boat Wreck	Drowners

FIELDS OF WHITE ORCHARD AND CEMETERY



6 MILL

Quests

2	Scavenger Hunt: Viper School Gear	p. 327

Points of Interest

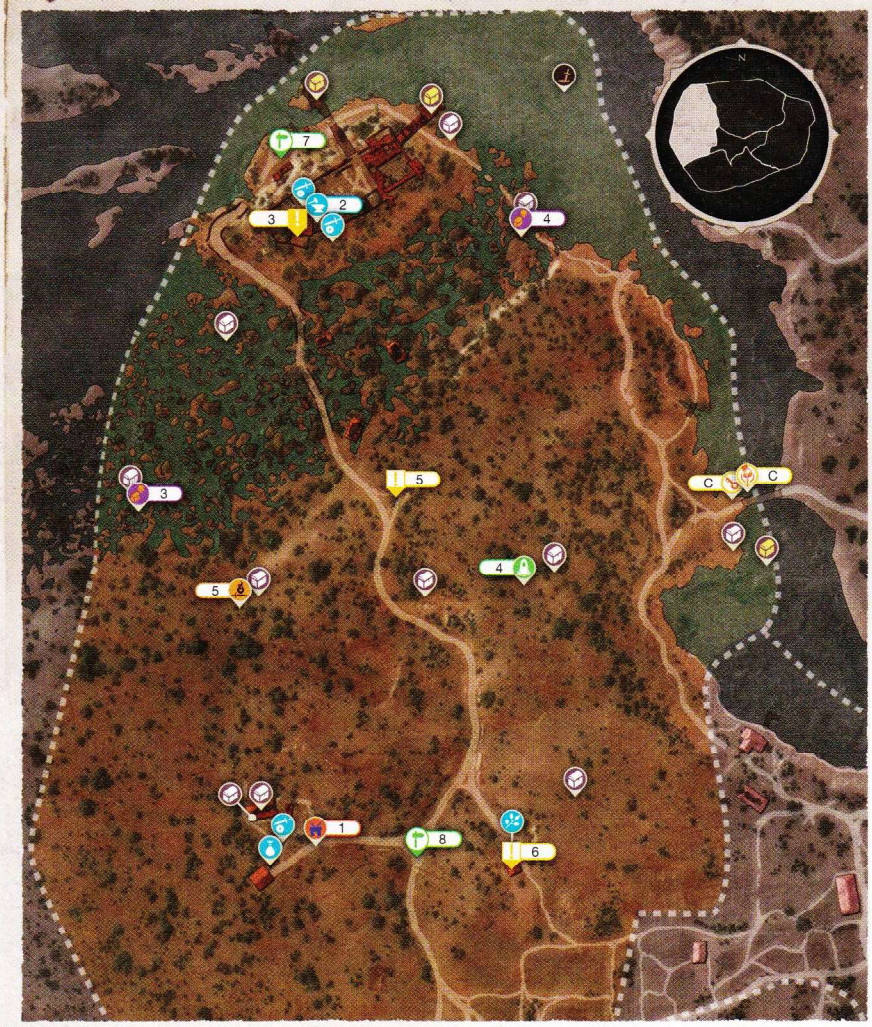
4	Battlefield Deserter Camp	Deserters, Deserter Leader
2	Igni	Wraith
3	Aard	
1	Ghouls	
2	Noonwraith	

Chests

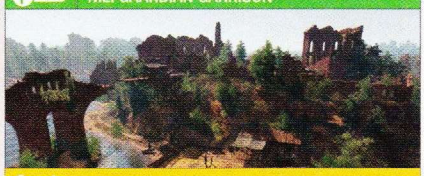
2	Viper Silver Sword		p. 332
A	Scrawled Notes	Quest: Dirty Funds	p. 324-325
B	Spy's Notes	Quest: Deserter Gold	p. 324

Carts haul grain from all the surrounding villages to White Orchard's mill. An area of gently undulating land on the flood plain, this was once a bucolic backdrop to White Orchard. Now this marks the place where a griffin must be slain. Don't forget to uncover scavenger hunt clues at the small cemetery chapel north of the Mill.

GARRISON, BOG, COUNTRYSIDE AND VULPINE WOODS



7 NILFGAARDIAN GARRISON



Quests

3	The Beast of White Orchard	p. 63

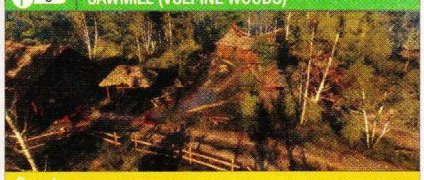
Points of Interest

3	Water Hag	
4	Bog Horse Cart	Wolves, Warg

Merchants and Repairs

2	Blacksmith: Amateur	Available Money: Average

8 SAWMILL (VULPINE WOODS)



Quests

5	Precious Cargo	p. 202
6	On Death's Bed	p. 63

Points of Interest

5	Deserter Camp	Deserters
1	Ghoul-Infested Sawmill	
4	Axii	Wraith

Chests

C	Blood-Soaked Military Orders	Quest: Temerian Valuables	p. 324

The Nilfgaardian Garrison at the northern tip of this area guards White Orchard's main river crossing. To the south is a small area of marsh, and a Sawmill close to the Vulpine Woods. White Orchard was famous not only for its premium fruit, but for the top-quality, furniture-grade lumber harvested there, before a griffin was spotted.

HILLS AND LAKE REGION

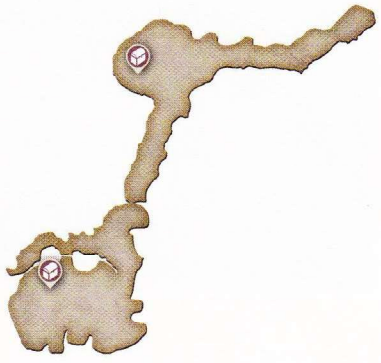
10 ABANDONED VILLAGE

Points of Interest

2	Road Shrine	Ghouls
5	Deserter Road Bandits	Deserters
6	Yrden	Bear

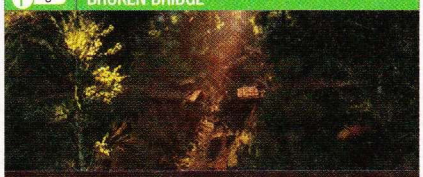
Dungeons

1	Abandonded Village Well



The southern hills offer opportunities for the deer hunter, but this was before the land ran red with Temerian blood. The Broken Bridge was destroyed by retreating Temerian troops during the Nilfgaardian attack. It was shoddily built to begin with. Good riddance. The Abandoned Village (once known as Hovel) was attacked a few years back. A group of armed men butchered the inhabitants, burned down their homes, and not a soul has dwelt there since.

9 BROKEN BRIDGE



Points of Interest

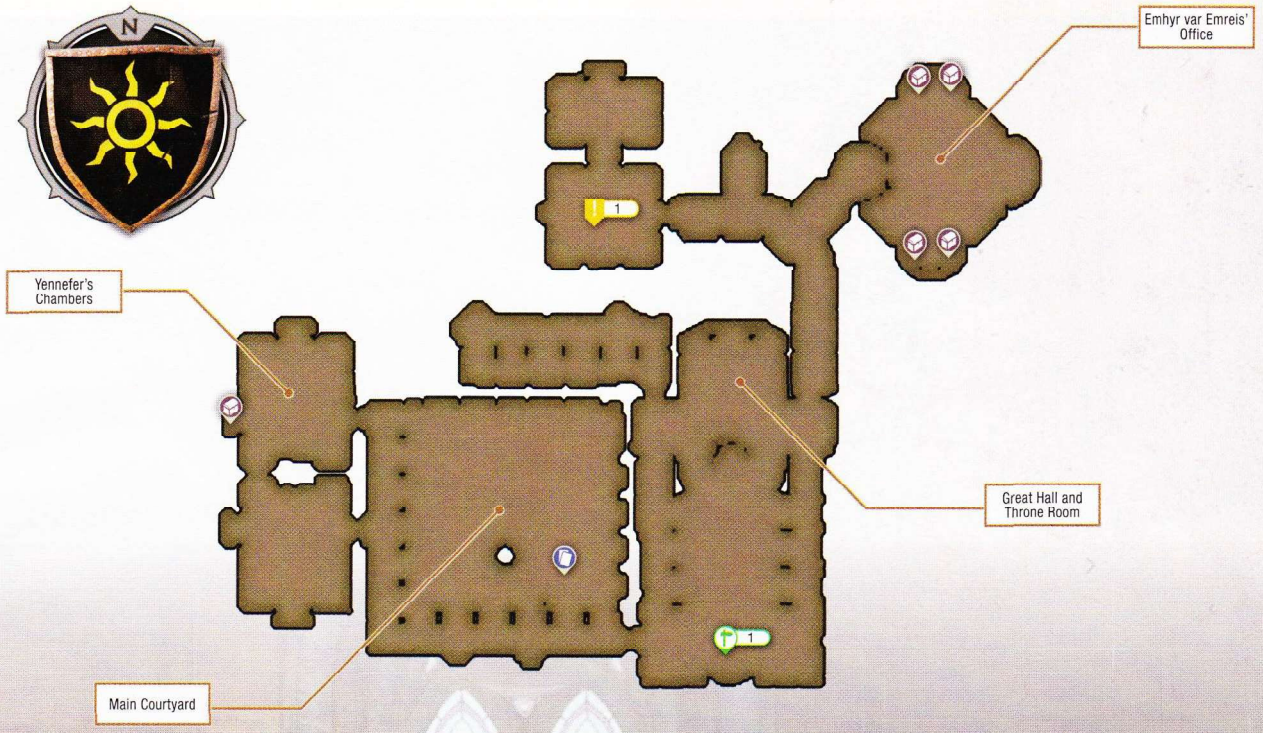
6	Southwest Deserter Camp	Deserters
5	Quen	

Quests

2	Something Ends, Something Begins (III)	p. 336

Royal Palace in Vizima

Emhyr var Emreis, the White Flame Dancing on the Graves of his Foes, and the most powerful man in the known world, resides in this grand palace, which is throne of the Nilfgaardian Kingdom; a vast and sweeping territory now enlarged by recent wars with the Redanians.



1 ROYAL PALACE IN VIZIMA

Quests

! 1	Imperial Audience	p. 66

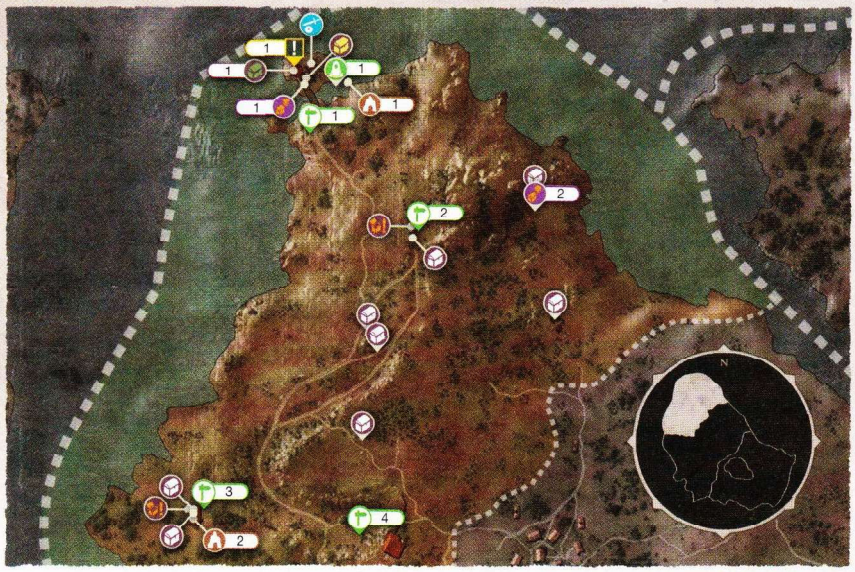
Velen (No Man's Land)

The largest and most impoverished of the territories on the Continent, Velen has seen ransacking and pillaging aplenty, with its population driven to refugee camps, or back to rebuild their tattered villages. Separated from Novigrad to the north by the Pontar river, travelers can expect to be turned back without proper documentation at the Border Post or entrance to Oxenfurt in Grayrocks. Elsewhere, there are a number of forlorn villages and strange woodland hideaways to explore. A local landowner known as the Bloody Baron holds sway over the northwest of this territory, while fewer explorers venture into the southern marshland where tales of crones tempting children with treats hold more truth than myth. Even the Nilfgaardians haven't ventured farther north than their army camp close to Bald Mountain.

Crow's Perch

Perhaps the most populated territory of Velen, and one that offers all of the agricultural benefits of the pasture land outside Novigrad, but with a more chaotic ruling elite and fewer trading opportunities for the serfs that toil in the fields and rivers.

Crow's Perch – Northwest



The wilder and rockier pathways of this territory are in this area; derelict towers are to be investigated with caution, since there are few peasants willing to venture this far out. Remember to visit Lornruk, a smuggler's haven and rocky fort where copious treasures are hidden!

1 Lornruk

Years ago, smugglers would come here to load and unload illicit cargo. Now this fort's treasures are still to be ransacked. The drawbridge is out, forcing intrepid souls to locate an underwater entrance up into this place.

Quests

1	Scavenger Hunt: Griffin School Gear	p. 327

Points of Interest

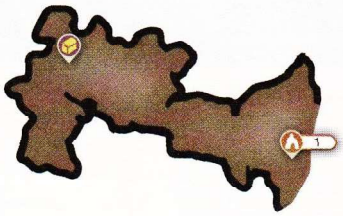
1	Quen
1	Wyvern

Chests

1	Griffin Silver Sword Diagram	p. 332

Dungeons

1	Lornruk Cave



2 Harpy Feeding Ground

One of those places entered by only the very brave, or the very foolish.

Points of Interest

2	Basilisk

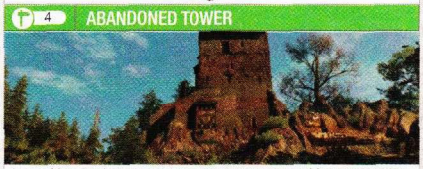
3 Isolated Shack

A small hut constructed by a famous sculptor who, having garnered every laurel possible for one of his trade, abandoned his Koviri residence and moved here in order to find inspiration in solitude and reflect on what to make of the rest of his life. This was apparently not a long life, as the structure seems abandoned, save for strange howls beneath the property.

Dungeons

2	Werewolf Lair

4 Abandoned Tower



Legend has it a beleaguered traveler once stood at this tower's gates. He begged for shelter for the night, claiming he'd been injured, but the baron living inside was afraid the traveler was a spy and sent him away. Little did he know the traveler was a powerful mage, who cast a curse on the tower, its inhospitable owner, and all who dwelled with him. Soon thereafter the baron and all his retinue died in mysterious circumstances, and the tower fell into ruin.

CROW'S PERCH – CENTER

The villages of Heatherton (decimated by a visit from the Wild Hunt), and Blackbough (where the Baron's men patrol) dominate this mainly forested part of Crow's Perch Territory. Further north, is the remote Wolven Glade, where rituals are still said to take place, and wraiths summoned.

7 BLACKBOUGH

This village takes its name from the unwanted limbs loggers used to bring here to burn, leaving stacks of charred logs behind. The locals, however, prefer the old legend which holds that their village was founded by a prominent member of an ancient race of tree people. North of the village is the pellar's cottage.

Quests

1	A Princess in Distress	p. 75
2	Last Rites	p. 208
3	Wild at Heart	p. 210
4	Defender of the Faith (I)	p. 205
1	Fists of Fury: Velen	p. 315

Points of Interest

1	The Pellar's Cottage
1	Forktail
4	Drowner

Merchants and Repairs

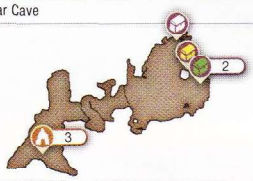
1	Blacksmith: Amateur

Chests

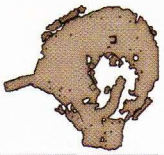
2	Ursine Steel Sword (Mastercrafted)	p. 333

Dungeons

3	Bear Cave



4	Keira's Magical Hideout Illusion



5 HEATHERTON

The inhabitants of this village were relieved when they learned the path of the marching armies had shifted slightly and passed their village by. *Then one night… the generals changed their mind.*

Quests

1	Looters (I)*	p. 208

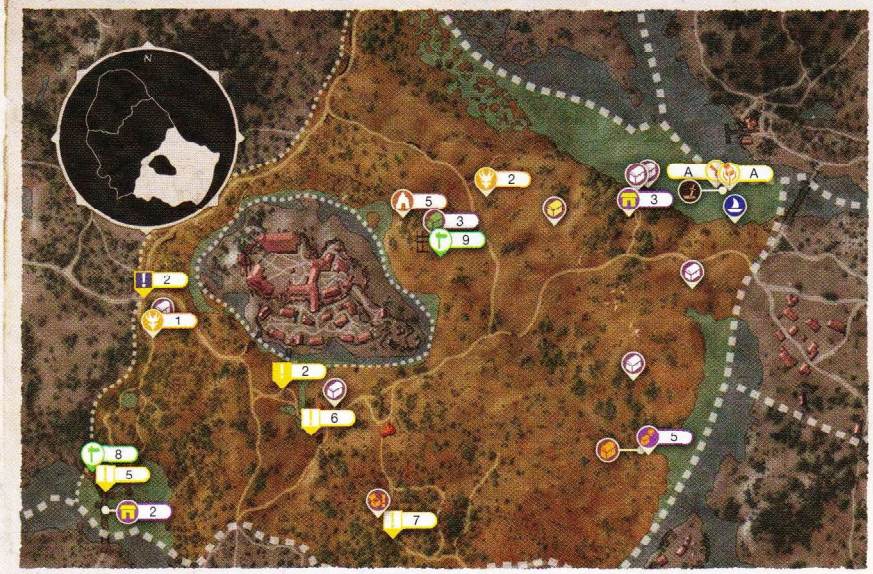
Points of Interest

3	Cyclops

6 WOLVEN GLADE

A long, long time ago, when this land was ruled by forest spirits and ancient gods, the living would come here to pay their respects to the dead in the way their holy tome commanded: "Walk thee in darkness, on a path of blood, standing under bare sky, naked before the gods and their messengers." The pellar of Blackbough is said to still practice these rituals to this very day.

CROW'S PERCH – SOUTHEAST



This part of the territory bears the scars of war—the ruins of razed structures and the stench of death are always present here. This is a peninsula; smaller river tributaries to the north, east, and south provide some protection, but most of the peasantry has retreated into the Baron's fortress.

9 BURNED RUINS

One of the many structures in the area which did not survive the onslaught of war.

Points of Interest

3	Fisherman's Hut
2	Ghoul
5	Forktail

Chests

3	Griffin Trousers (Enhanced)	p. 333

Dungeons

5	Cockatrice Lair

8 TROLL BRIDGE

Local legend has it that this bridge was erected by trolls, who were later killed by an anonymous witcher.

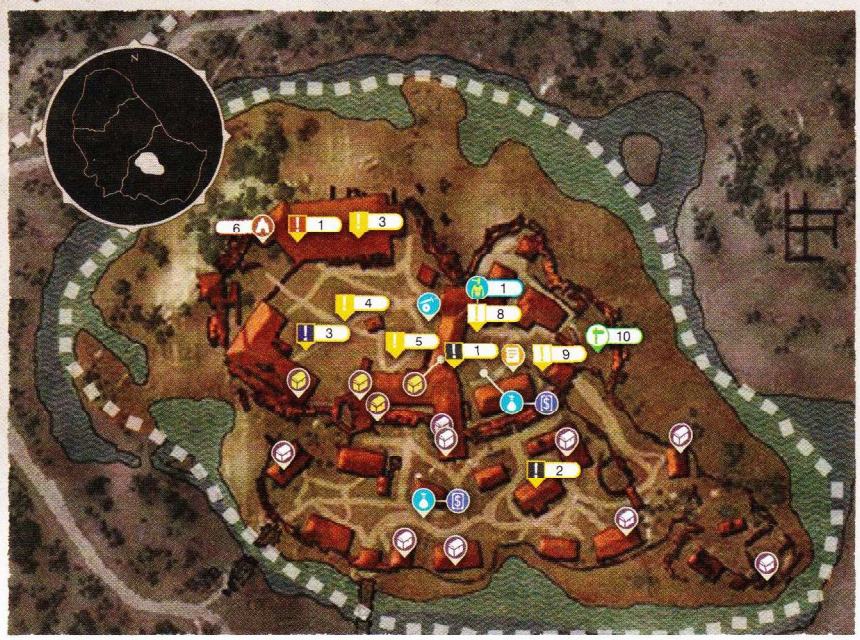
Quests

2	Bloody Baron	p. 71
5	Deadly Crossing (I)*	p. 205
6	Face Me if You Dare*	p. 206
7	Highway Robbery*	p. 207
2	Races: Crow's Perch	p. 319

Points of Interest

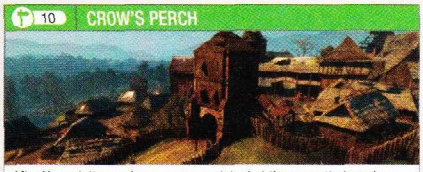
2	Troll Bridge
1	Ghoul (lvl.9)

CROW'S PERCH – CROW'S PERCH FORTRESS



The previous lord of this slightly dilapidated stronghold has fled south to Fyke Isle, and his vacated seat filled with the ample arse of Baron Phillip Strenger. He isn't a common bandit, and the villages living beneath his castle are thankful for any protection from advancing armies. Expect some good trading and questing opportunities here.

10 CROW'S PERCH



After Vserad, its previous owner, panicked at the news that armies were approaching and fled to Fyke Isle, the castle became home to Phillip Strenger, alias the Bloody Baron, and his family and cohorts.

Quests

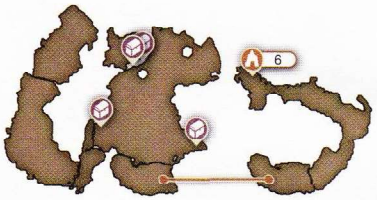
3	Ciri's Room	p. 74
4	Family Matters	p. 73
5	Ugly Baby	p. 160
8	Master Armorers	p. 208
9	Forefathers' Eve	p. 206
1	Contract: Components for an Armorer	p. 209
2	Contract: Shrieker	p. 285
1	Gwent: Velen Players	p. 309
3	Fists of Fury: Velen	p. 315

Merchants and Repairs

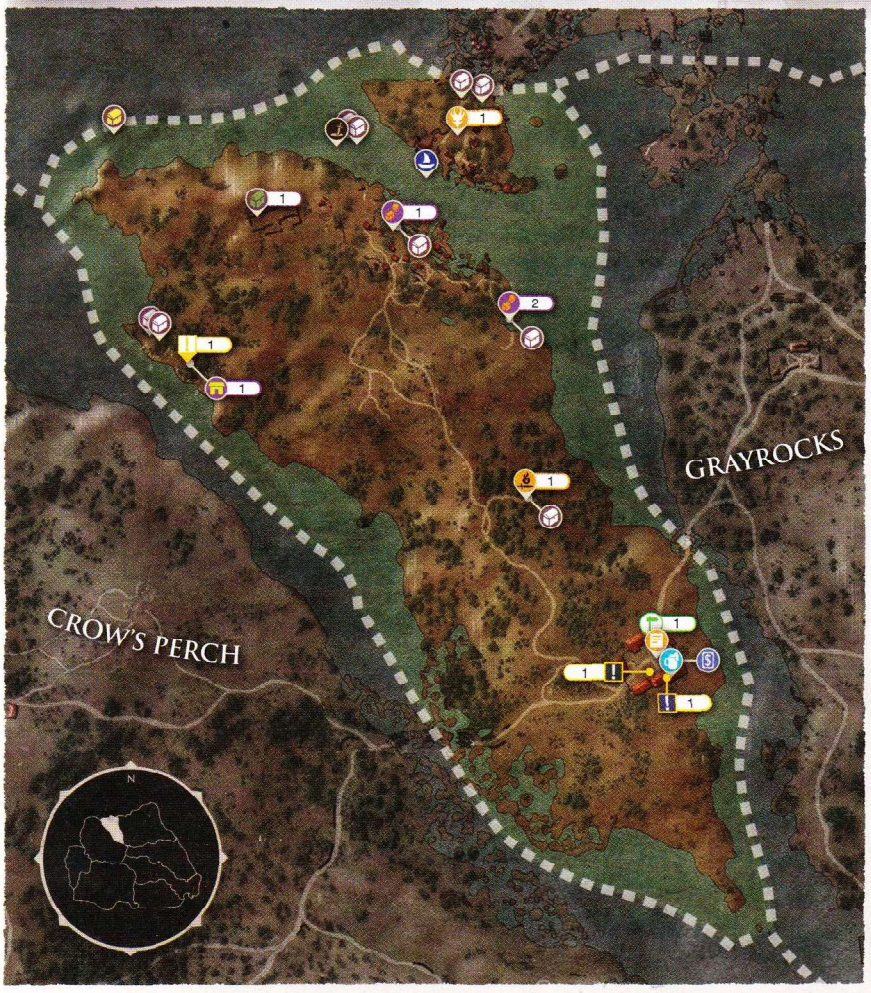
1	Blacksmith: Master Armorer: Fergus Graem

Dungeons

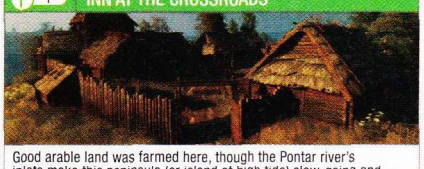
6	Old Underground Passage



MUDPLOUGH



1 INN AT THE CROSSROADS



Good arable land was farmed here, though the Pontar river's inlets make this peninsula (or island at high tide) slow-going and inaccessible. The largest structure here is a sizeable establishment; an inn able to accommodate a crowd of travelers and revelers.

Quests

1	Harassing a Troll*	p. 211
1	Contract: Missing Brother	p. 278
1	Fists of Fury: Velen	p. 315

Points of Interest

1	Boris' Troll Camp
1	Bandits
1	Rotfiend, Devourer
1	Bilge Hag
2	Bilge Hag

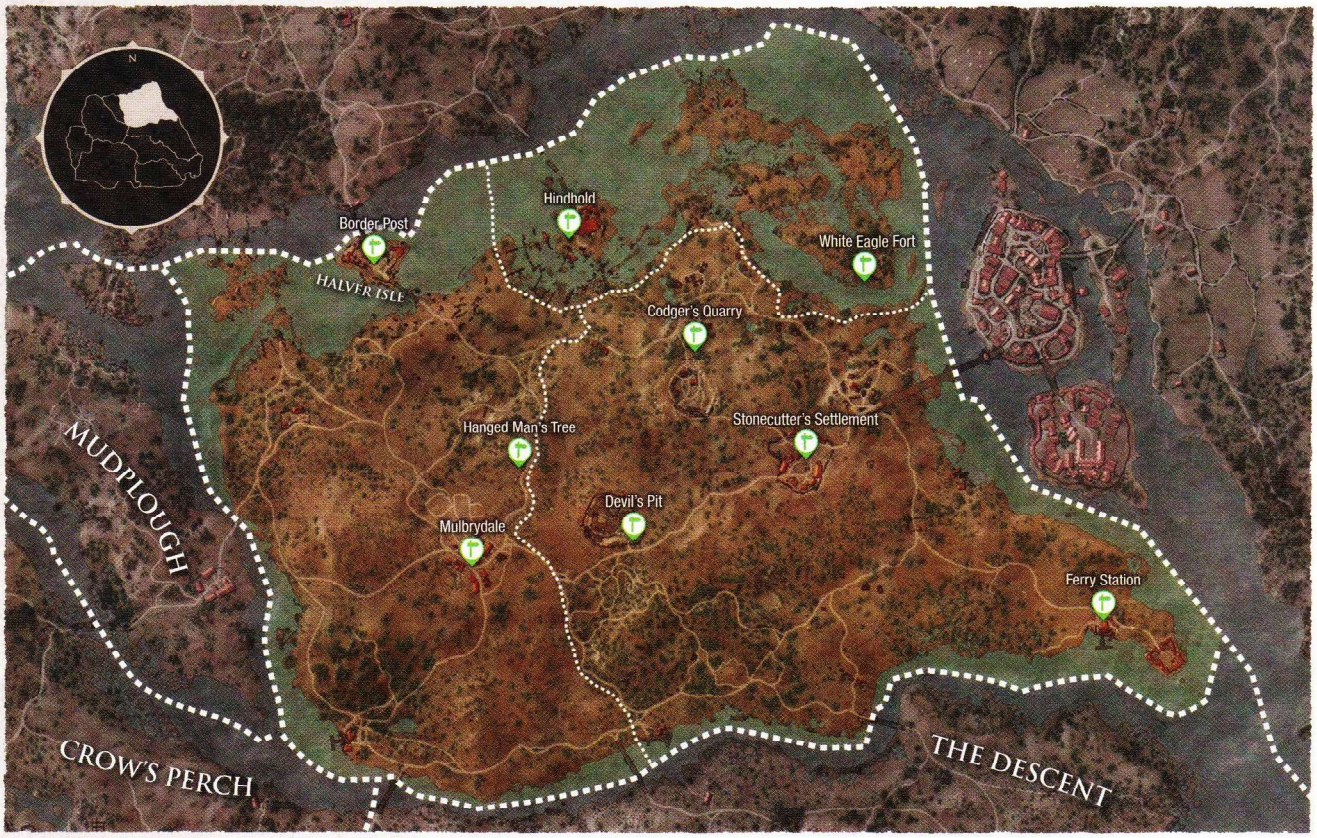
Chests

1	Griffin Boots (Enhanced)	p. 333

Perhaps the least important of Velen's territories, since it lies between larger masses of land, and has few structures aside from the Inn at the Crossroads, on the main road between Crow's Perch and Grayrocks.

Grayrocks

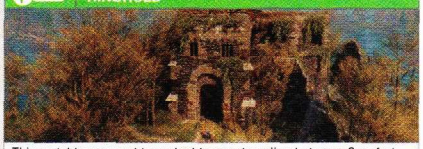
Technically an island with the Pontar River to the north and east, and the second city of Oxenfurt on its border, the strategic importance of this territory has resulted in bloody battles be fought here. Now the borders are patrolled by Redanian soldiers attempting to dissuade anyone from heading into Novigrad, either by curt verbal warnings or a crossbow to the back.



GRAYROCKS – NORTH

The shores of the Pontar are where two fortifications have been built, though one is significantly more impressive than the other. Pay special attention to Hindhold, as it is full of both monsters and a good number of quality treasure chests. To the west is the White Eagle Fort, where a troll patriot hopes to win favor with the Redanians.

1 HINDHOLD



This watchtower used to protect barges traveling between Oxenfurt and Novigrad. It once even boasted a bridge connecting the two sides of the river, but now it stands abandoned and neglected, its bridge a collapsed ruin. A wise adventurer might search here for witcher gear.

Quests

1	Scavenger Hunt: Griffin School Gear	p. 327

Points of Interest

1	Harpies, Erynia
2	Rotflend, Devourer

Chests

1	Griffin Steel Sword	p. 332

2 WHITE EAGLE FORT

The grand name might seem ill-fitting regarding this place, but the troll that lives here–a Redanian patriot and military aficionado–goes to great lengths to make his beloved King Radovid proud.

Quests

1	The Volunteer	p. 216

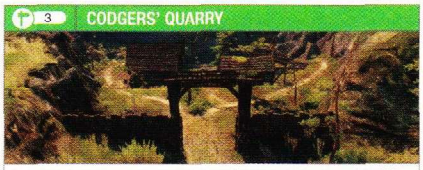
Chests

2	Griffin Armor (Enhanced)		p. 333
A	Crumpled Notes	Quest: Battlefield Loot	p. 325
B	Bloodstained Document	Quest: Blood Gold	p. 324
C	Unsent Letter	Quest: Dowry	p. 324

GRAYROCKS – SOUTHEAST

Before the conflicts, this part of Grayrocks was where the territory took its name—large-scale quarrying activities occurred, and quality stonecutter artisans carved rocks for the structures in both Oxenfurt and Novigrad. Now the place is half-abandoned, with banditry and monstrous incursions commonplace.

3 CODGERS' QUARRY



This now-inactive quarry once only employed stonebreakers over thirty years of age who would work hard all day, then spend the evenings racing down the sides of the quarry pit on hand-crafted wagons.

Quests

2	Death By Fire	p. 213
3	Looters (II)*	p. 217

Points of Interest

1	Rotfiends
3	Nekker Warrior

Chests

3	Feline Gauntlets (Enhanced)	p. 33

4 DEVIL'S PIT

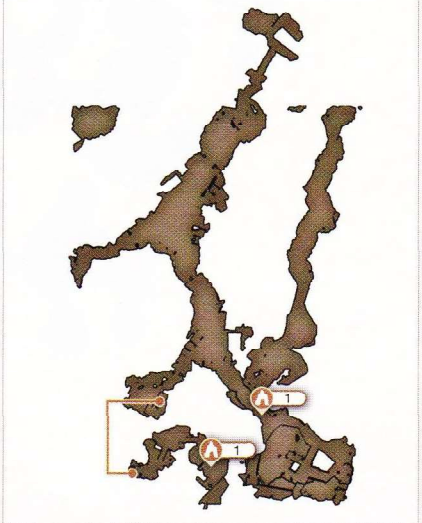
The inhabitants of Velen believe the expanse of caverns underneath the Devil's Pit are home to demons.

Chests

D	Unsent Letter	Quest: An Unfortunate Turn of Events	p. 324
E	Letter	Quest: Tough Luck	p. 324

Dungeons

1	Devil's Pit Caverns



5 STONECUTTERS' SETTLEMENT

Over 20 years ago a certain Bartolomeo, known as "Badger" on account of certain characteristic aspects of his coiffure, discovered a rich deposit of high-quality stone on this spot. He bought the land for a song, then leased it back to the local peasants before heading off to Kovir, where he lives the life of a rich and powerful townsman to this day.

Quests

4	Caravan Attack*	p. 213

Points of Interest

2	Drowners
3	Drowned Dead, Drowners, Mucknixer
1	Alghoul

6 FERRY STATION

The ferry's former owners were famed for treating travelers who were forced to wait for better conditions to raucous and unforgettable evenings.

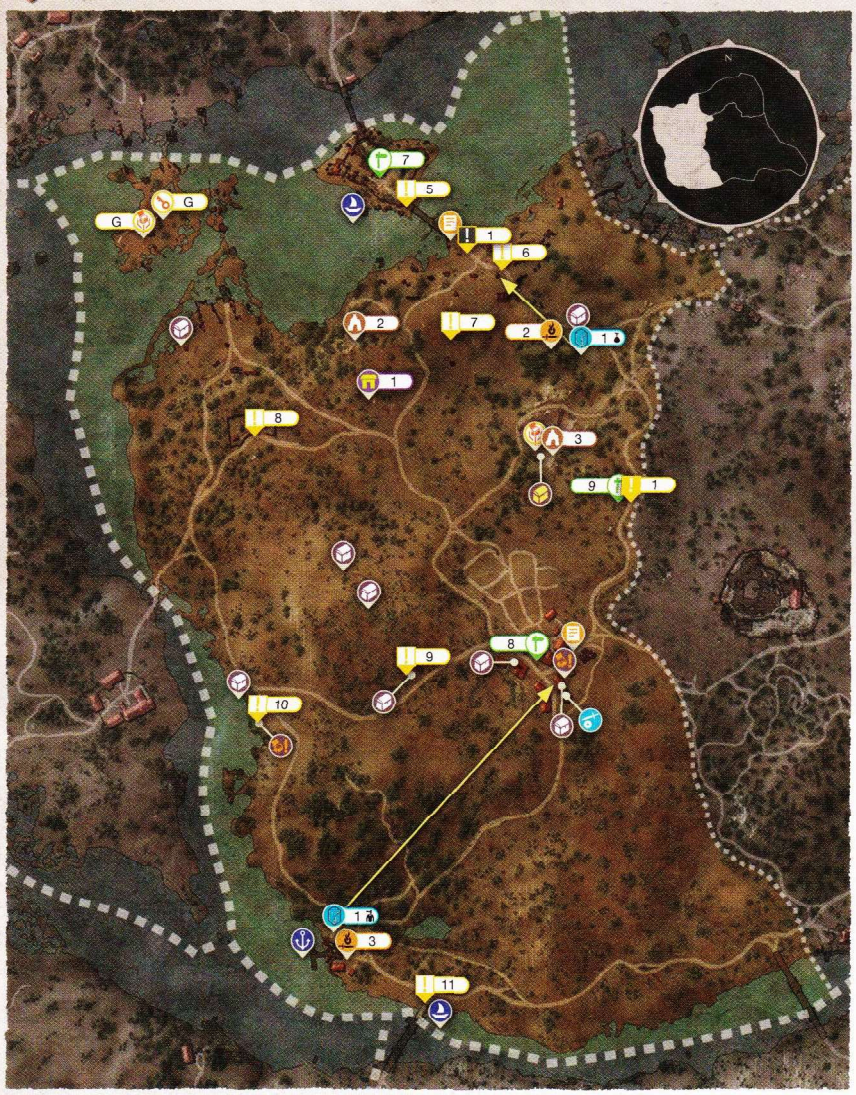
Points of Interest

1	Deserters
4	Ghoul
5	Ghoul
6	Ghoul, Alghoul
7	Ghoul, Alghoul
8	Ghoul, Alghoul
2	Drowners

Chests

F	Nilfgaardian's Notes	Quest: Lost Goods	p. 324

GRAYROCKS – WEST



The horrors of war are most evident in this part of Grayrocks. The refugees crowd the Border Post at Halver Isle to the north, and the battlefields of the dead are now feeding grounds for necrophages. Atrocities like the Hanged Man's Tree show the cruelty of man; corpses swinging from the large oak tree on the main thoroughfare to Mulbrydale.

8 MULBRYDALE

One of the oldest villages in the region, it owes its name to a certain undereducated botanist who could not discern one kind of tree from another, and so called them all mulberries.

Quests

9	Funeral Pyres	p. 214
10	At the Mercy of Strangers*	p. 212
11	Deadly Crossing (II)*	p. 213

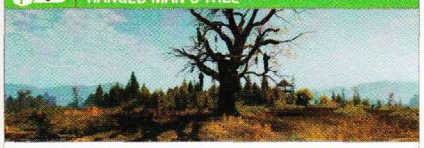
Points of Interest

3	Slavers, Slave Drivers, Nilfgaardian Deserter

Merchants and Repairs

1	Armorer: Amateur	Available Money: Poor

9 HANGED MAN'S TREE



During the war, both sides committed acts of exorbitant cruelty meant to keep the conquered populaces in check.

Quests

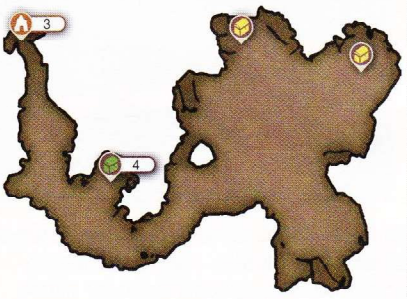
1	The Nilfgaardian Connection	p. 70

Chests

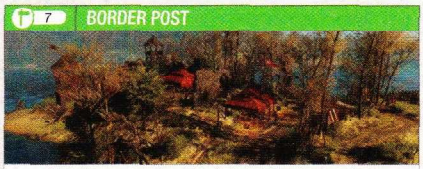
4	Ursine Armor (Superior)	p. 333

Dungeons

3	Granite Pit



7 BORDER POST



A small isle (known as Halver Island) stuck in the river's central current – an ideal place for bleaching cloth. Currently a refugee camp grows at its southern entrance; fleeing and starving peasants are forced to camp here as Redanian forces refuse entry into Novigrad to the north.

5	Thou Shalt Not Pass	p. 216
6	Fake Papers	p. 214
7	Bitter Harvest	p. 212
8	Man's Best Friend*	p. 215
1	Contract: Woodland Beast	p. 288

Points of Interest

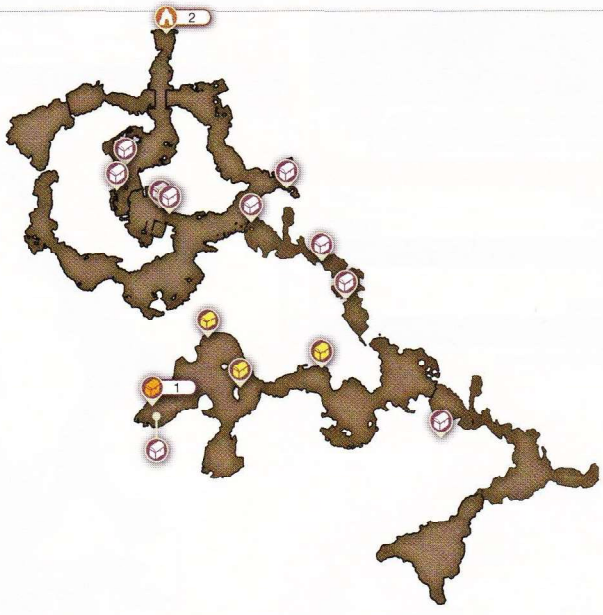
1	The Pellar's Cottage
2	Deserter Leader, Deserters, Bandits

Chests

1	Gwyhyr Steel Sword	
G	Letter	Quest: The Things Men Do For Coin... p. 324

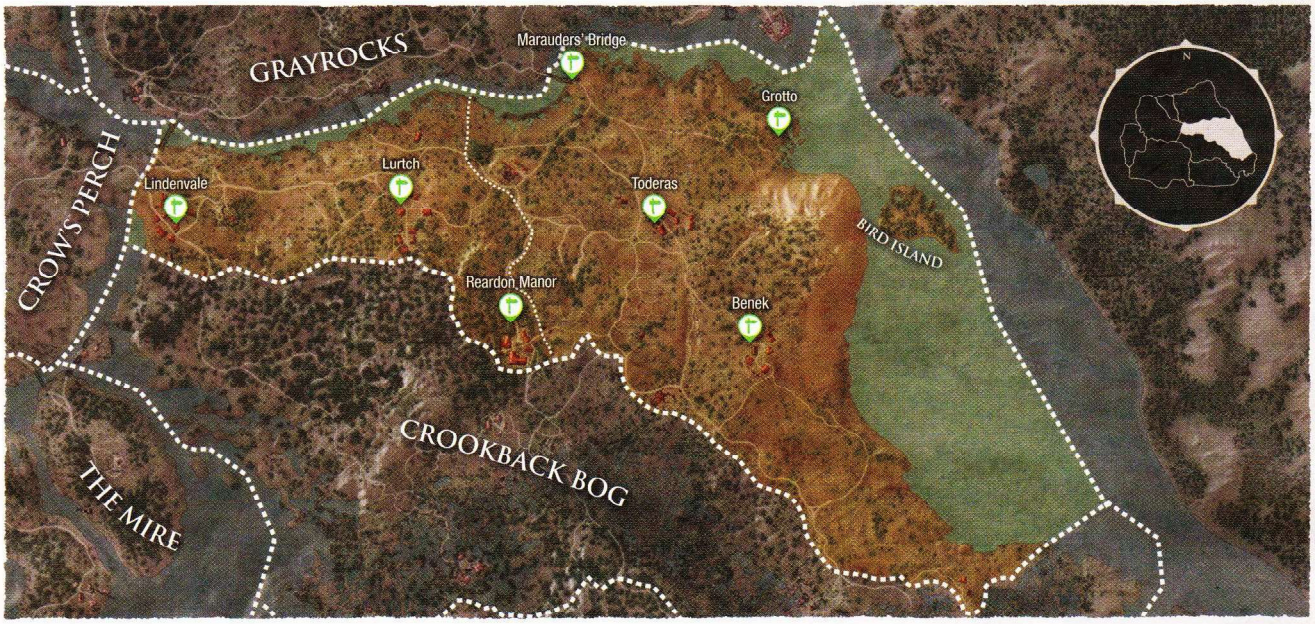
Dungeons

2	Hideout

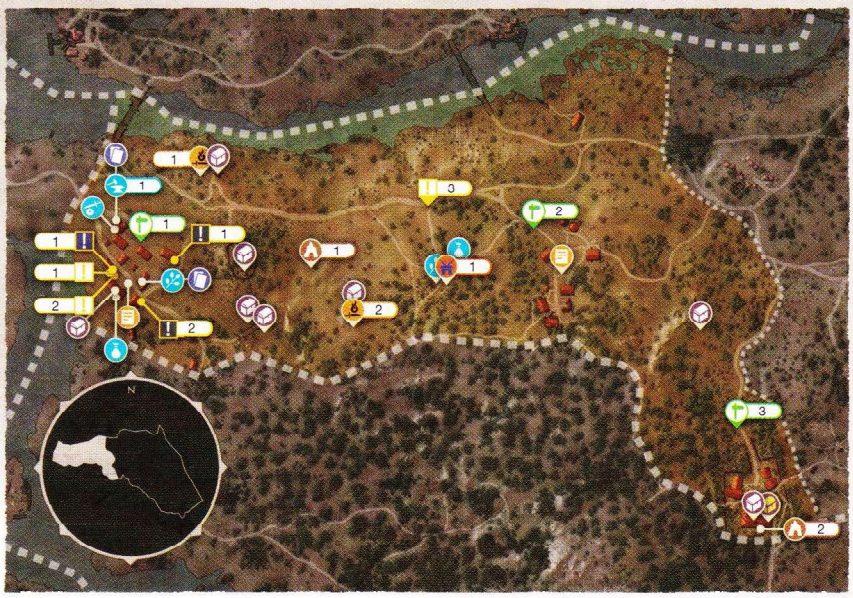


The Descent

South of Grayrocks, and deeper into Velen's more remote territories, are the clusters of poor farming communities known as The Descent—where the Pontar flows to the east, and the porous border with Crookback Bog is attracting more creatures and bandits than the locals know what to do with. A witcher could make a good living here.



THE DESCENT – WEST



Flanked by forest to the south, and a Pontar tributary to the north, this is an area of impoverished hamlets, and abandoned manor houses from a time before the war.

1 LINDENVALE

One of Velen's many impoverished villages, its poverty deepened by war levies and the epidemic that spread after the Nilfgaardians' arrival.

Quests

1	The Fall of the House of Reardon	p. 90
2	Witcher Wannabe	p. 217
1	Contract: The Merry Widow	p. 277
2	Contract: Mysterious Tracks	p. 280
1	Fists of Fury: Velen	p. 315

Points of Interest

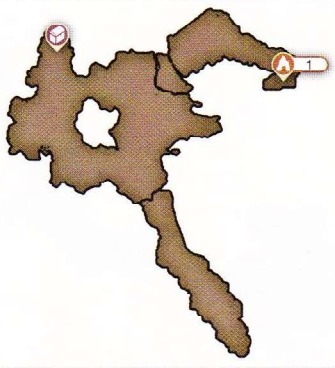
1	Deserters
2	Deserters, Bandits

Merchants and Repairs

1	Blacksmith: Amateur	Available Money: Poor

Dungeons

1	Werewolf Cave



2 LURTCH

Once the Evves family estate was located here and the area bore the name of Lord Evves' wife, Mortilanca. When the couple died, their will stipulated their land be turned over to their serfs. The grateful peasants then founded a village of freeholders and named it after their first ealdorman, Lurtch, who had previously served as the Evves family's butler.

Quests

3	Hazardous Goods	p. 217

Points of Interest

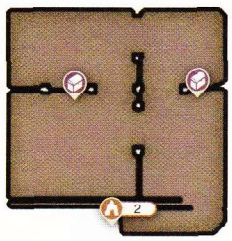
1	Ghouls

3 REARDON MANOR

The abandoned estate of the once-prominent Reardon family, relatives to the royal La Louve dynasty.

Dungeons

2	Letho's Basement



THE DESCENT – EAST

The rambling hills and valleys of the eastern part of The Descent feature numerous downtrodden peasants in need of assistance, as well as monster nests to destroy and caves to explore.

4 MARAUDERS' BRIDGE

After the Battle of Velen, marauders swarmed over this bridge in their rush to scavenge the battlefield.

Points of Interest

3	Deserters, Bandits

Chests

A	Crumpled Notes	Quest: Out of the Frying Pan, into the Fire	p. 324
B	Letter	Quest: Hidden From the World	p. 324

5 GROTTO

A dark and hostile place which creaks from time to time with unsettling, throaty noises...

Points of Interest

1	Wyvern, Royal Wyvern
2	Wyvern, Royal Wyvern

Chests

1	Feline Boots (Enhanced)	p. 333

Dungeons

3	Simpa (North Entrance)
4	Simpa (South Entrance)

6 TODERAS

A village founded by King Griffin of Temeria, the husband of Clarissa of Toussaint. The king had planned to turn Toderas into a large, bustling university city, a sort of Temerian alternative to Oxenfurt, but, as any visitor can quickly attest, his efforts failed utterly.

Quests

4	Looters (III)*	p. 217

Points of Interest

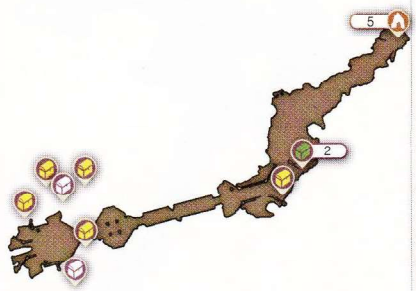
4	Peasant
3	Nekker Warrior, Nekkers
4	Nekker Warrior, Nekkers
5	Nekkers

Chests

2	Feline Steel Sword (Enhanced)	p. 333

Dungeons

5	Treasure Vault



7 BENEK

This small village owes its name to its founding elder, who erected the largest windmill the land had ever seen on this spot–thereby providing work for all the village's inhabitants.

Quests

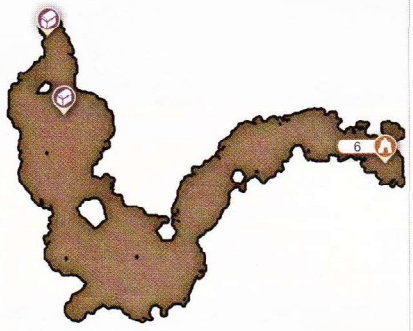
5	The Truth Is in the Stars	p. 218
3	Contract: Phantom of the Trade Route	p. 284

Points of Interest

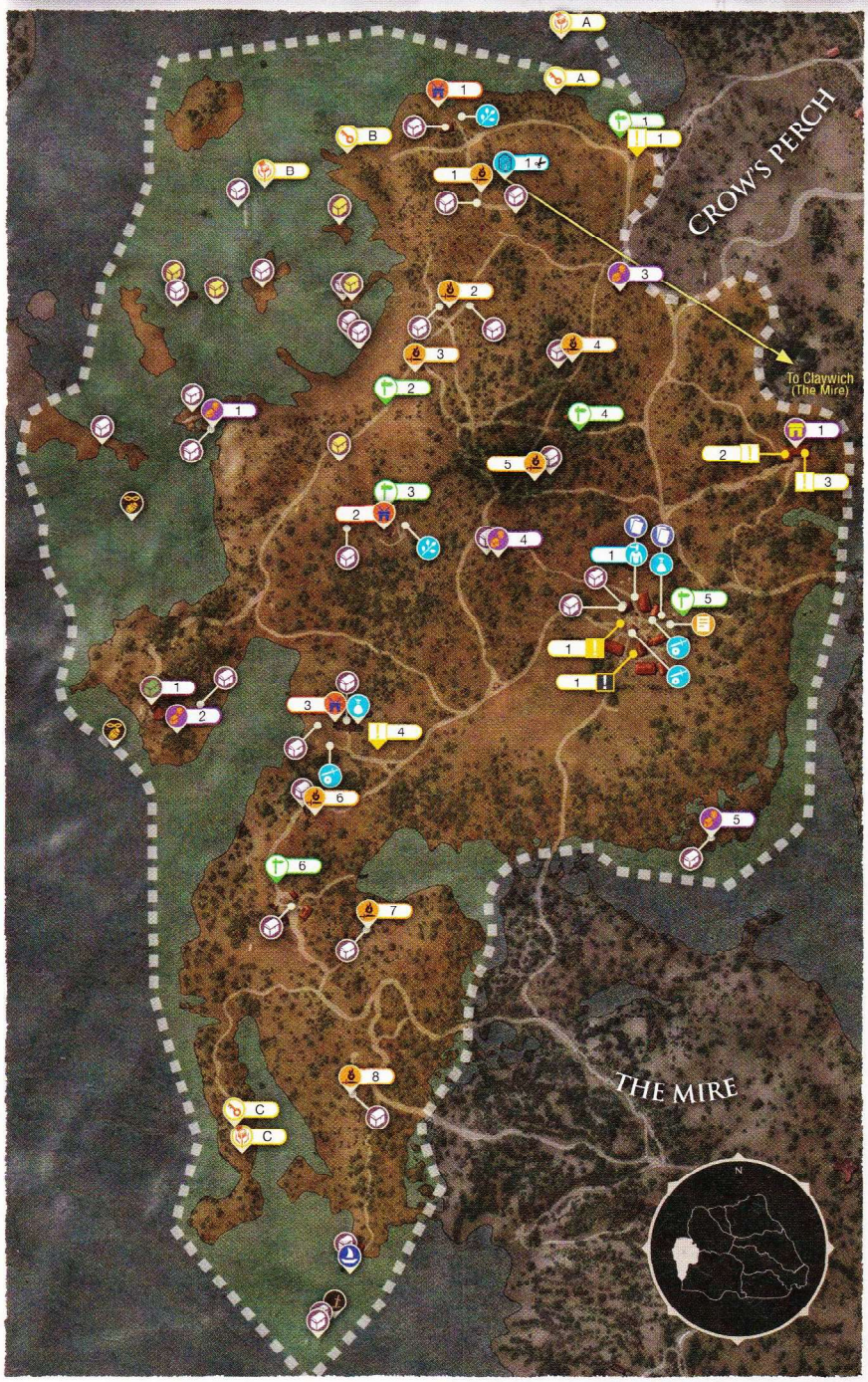
4	Deserters, Guard Dogs
6	Nekkers
1	Nekker, Nekker Warrior

Dungeons

6	Dragonsroot Cave



Spitfire Bluff



Most of the western coast of Velen is encompassed by this territory, with its largest settlement (Midcopse) where the fighting forgot. But now famine and pestilence has arrived. The sorceress Keira Metz is said to live in a cottage close by. Expect more danger the further away from the villages you travel.

3 REFUGEES' CAMP

The members of this small community have erected a large, winged statue–evidence of people turning to old gods and ancient cults in this time of war and famine.

Points of Interest

2	Renegades

4 FOREST HUT

Though his friends advised against building a house in the middle of the woods, Hans refused to listen and did things his way. When the war broke out and laid waste to this region, Hans and his family lived in peace, untouched by the troubles of the wider world–until one fateful night…

Points of Interest

4	Bandits
5	Deserters
3	Endrega Worker

5 MIDCOPSE

A typical farming settlement that the worst of the fighting has left untouched–but which famine now grips all the same. One of the larger villages in this region.

Quests

2	An Invitation from Keira Metz	p. 86
3	A Favor for a Friend	p. 88
1	Hunting a Witch	p. 79
1	Contract: Jenny O' the Woods	p. 276

Points of Interest

1	Keira Metz's Cottage
4	Deserters, Bandits
5	Water Hag

Merchants and Repairs

1	Armorer: Amateur	Available Money: Poor

6 CONDYLE

This village has been completely and utterly destroyed. Rumors claim its inhabitants perished in a gruesome massacre.

Quests

4	Love's Cruel Snares?	p. 219

Points of Interest

3	Bandit
6	Deserters
7	Cannibals
8	Cannibals

Chests

C	Crumpled Letter	Quest: A Plea Ignored	p. 324

1 HANGMAN'S ALLEY

The road is lined with the hanged bodies of peasants who opposed their new rulers, or who had the bad luck of happening across bandits who had nothing against adding another dangling installation to the boulevard's scenery.

Quests

1	Lynch Lob	p. 219

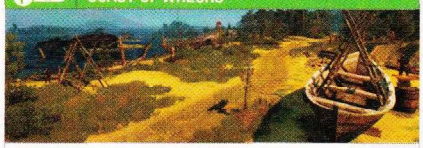
Points of Interest

1	Renegades
2	Deserters
1	Pirates

Chests

A	Water-Damaged Letter	Quest: Sunken Treasure	p. 324
B	Smuggler's Notes	Quest: Costly Mistake	p. 324

2 COAST OF WRECKS



Once the local youth would come here to revel amidst the wrecks. Now inhabitants of nearby villages have started combing the place day and night in search of anything that can be exchanged for food.

Points of Interest

3	Deserters, Bandits
1	Foglet
2	Pirate Leader, Pirates

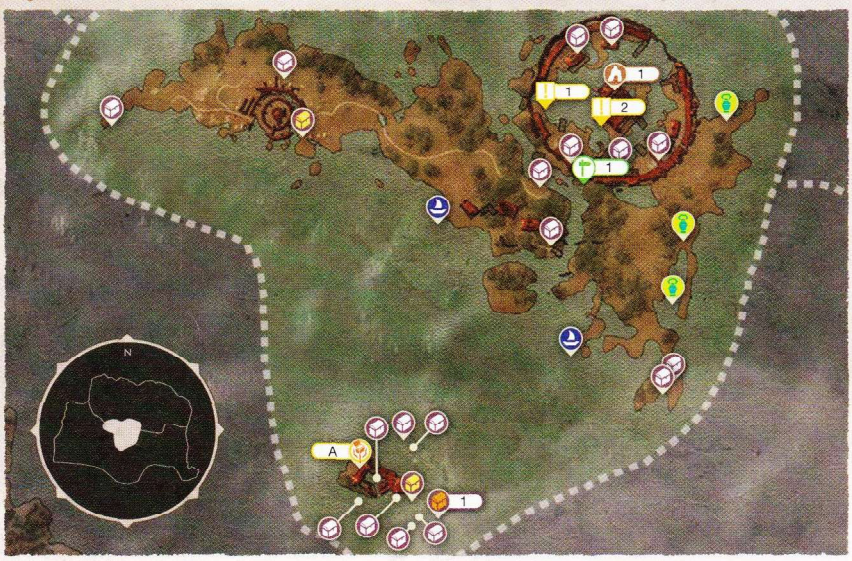
Chests

1	Griffin Steel Sword (Enhanced)	p. 333

The Mire

This aptly-named area of wetlands and hills circles the central Lake Wyndemyr, and this is where the locals are more apt to believe in the old ways. Banditry is commonplace here, as well as signs of conflict; as the Nilfgaard incursion into the village of Oreton proves.

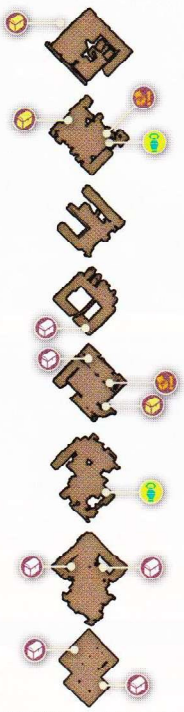
THE MIRE – FYKE ISLE



A remote and dangerous tower in the middle of Lake Wyndemyr, this was home to Lord Vserad, who fled here from the fortified settlement of Crow's Perch as the war broke out, with his family. It seems it might have been wise for the Lord to remain up north…

Dungeons

A 1	Fyke Isle Tower



1 **FYKE ISLE**

A ruined tower which is said to be afflicted by a terrible curse. It is wise to head here only after obtaining the magic lamp from Keira Metz.

Quests

1	An Invitation from Keira Metz	p. 86
2	A Towerful of Mice	p. 86

Chests

1	Deithwen Silver Sword	Drowners	
A	Blood-Smeared Notes	Quest: Sunken Chest	p. 325

THE MIRE – NORTH

With the lake to the south, this section of The Mire offers a speckling of villages—mostly abandoned or impoverished shells compared to the past. The ruined Wastrel Manor is worth exploring, as is the eastern Bandit's Camp, and the horded treasure found within this smaller island.

2 WASTREL MANOR

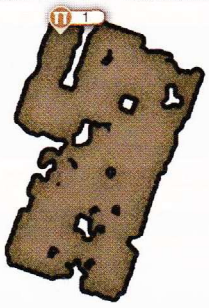
The once-beautiful manor house located near here was known for its extravagant balls, which were attended by the cream of the local youth. Its owners abandoned it over a century ago, but soon afterward it became a place of worship for the local community, which believes a deity dwells in the ruins. It is advisable to investigate while carrying the Eye of Nehaleni, a gift from Keira Metz.

Quests

3	A Greedy God	p. 221

Dungeons

1	Haunted Mansion	Requires the Eye of Nehaleni. Find 3 good chests downstairs.



3 CLAYWICH

Every year at Belleteyn, a great feast is held in Claywich accompanied by games, song, and dance. On that night villagers from far and wide come to celebrate, with passing travelers welcome as well. Shortly before midnight the youth in attendance race deep into the forest in search of a fern flower, and though no one has as yet found one, many have found their other halves, or at least a night of moonlight passion.

4 BOATMAKERS' HUT

Though nothing about this small domicile is particularly eye-catching, a family of the best shipwrights in Velen has lived here for generations, crafting the finest skiffs and dinghies north of the Yaruga.

Points of Interest

1	Ghoul, Alghoul

5 ORETON

A village founded by Count Primislavus don Stessa, distant cousin to King Foltest of Temeria. The count was known for his passion for racing chariots down winding forest paths and narrow country roads. This spectacle delighted onlookers, won the hearts of highborn ladies, and aroused hatred in his rivals.

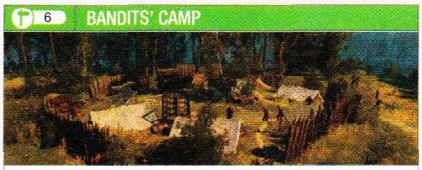
Quests

1	Contract: The Mystery of the Byways Murders	p. 281

Merchants and Repairs

1	Blacksmith: Amateur	Available Money: Poor

6 BANDITS' CAMP



A place some particularly nasty characters have decided to call home.

7 DRUDGE

This once-peaceful fisherman's settlement now stands almost completely empty. Road-weary travelers sometimes find shelter in its abandoned huts–besides that, not a soul is to be seen.

Quests

4	A Dog's Life	p. 220

THE MIRE – SOUTH

8 DUEN HEN

A religious site where the old gods are worshipped.

Quests

5	Defender of the Faith (II)	p. 220

Chests

B	Marauder's Notes	Quest: The Dead Have No Defense	p. 325
C	Unsent Letter	Quest: Don't Play With Gods	p. 325

9 BYWAYS

Most of this area's residents have fled north or died of plague. In better times they busied themselves making prize-winning bricks.

Quests

1	Magic Lamp	p. 82
2	Wandering in the Dark	p. 80

Points of Interest

1	Deserters

Chests

2	Aerondight Silver Sword	Ice Elemental, Gargoyle

Dungeons

1	Abandoned Brickmakers Village Catacombs
2	Elven Catacombs

This sliver of land that wraps around the southern extremes of the territory offers an excellent walking path, and would be quite idyllic were it not for the outbreaks of plague that are ravaging this region. Respect the old ways of the locals, and you may find a few friends here. Be sure to visit the Elven Catacombs with Keira Metz.

10 FRISCHLOW

Like many other settlements in the area, this one has suffered greatly on account of the war, its inhabitants have abandoned their property and evacuated lands in which they once dwelled in relative peace.

Points of Interest

1	Aard	p. 447

1	Noon Wraith, Wraiths
2	Gargoyle

Chests

1	Griffin Gauntlets (Enhanced)	p. 333

11 OLENA'S GROVE

Legends claim that a beautiful nymph named Olena once lived in this grove. She fell in love with a young hunter and the man swore to be true to the nymph, but later betrayed her. She decided to punish him by casting a spell on his spirit, which wanders the grove to this day.

Points of Interest

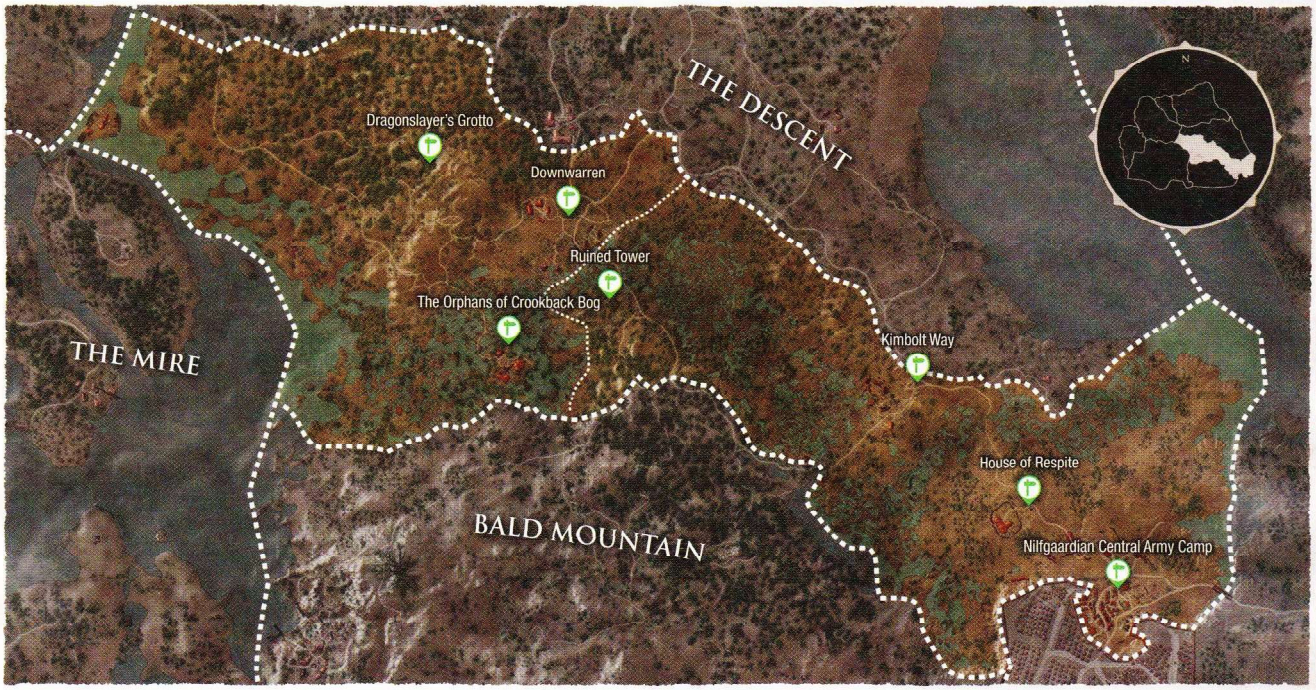
2	Endrega Warrior, Endrega Worker
2	Drowner, Drowned Dead
3	Alghoul

Chests

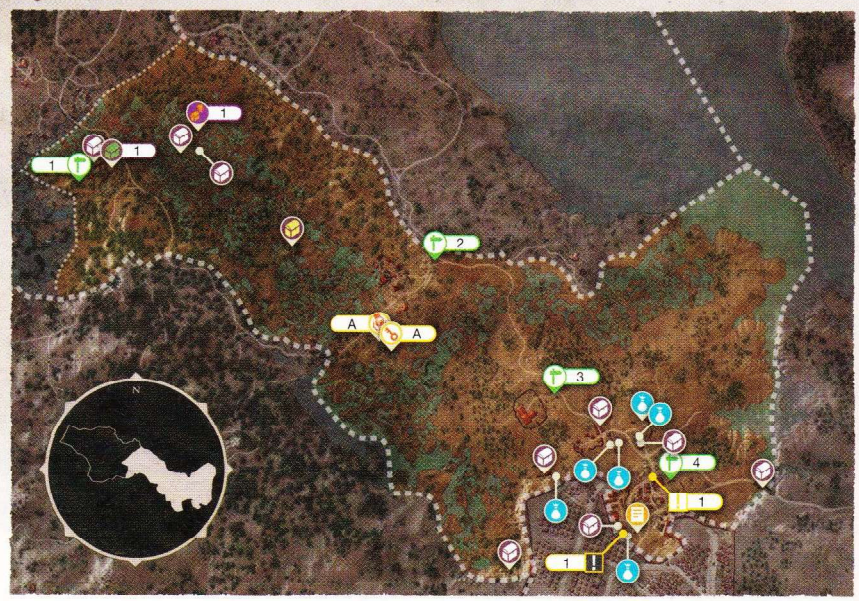
2	Ursine Silver Sword (Mastercrafted)	p. 333

Crookback Bog

Stretching west to east from Crow's Perch to the Pontar, this scrub and marsh land is home to a variety of disgusting creatures; bandits preying in the northern woods, numerous drowners and warty hags languishing in the fetid bogland, and the crones of the bog too. To see the might of the Nilfgaard, visit their army camp to the east.

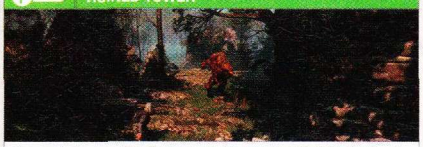


CROOKBACK BOG – EAST



Take the Kimbolt Way (the main road across this territory) and discover the war might of the Nilfgaard army, who are camped on the slightly higher ground to the southeast of this inhospitable mire.

1 RUINED TOWER



Five centuries ago King Geddes sent his most loyal knight, Martin of Oakdale, to watch over the inhabitants of this troubled land. He also sent his least-loyal knight, to scrub Martin's latrines.

Points of Interest

1	Water Hag

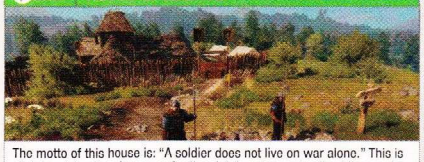
Chests

1	Ursine Steel Sword (Superior)	p. 333

2 KIMBOLT WAY

A road built on the orders of Baron Kimbolt, and meant to act as a safe escape route in case his plans to take power after King Foltest's death went awry.

3 HOUSE OF RESPITE



The motto of this house is: "A soldier does not live on war alone." This is slightly misleading, however, for the club is not open to all soldiers; only Nilfgaardian officers (or those capable of passing themselves off as such).

4 NILFGAARDIAN CENTRAL ARMY CAMP

Pitched in a mere two weeks, the Central Army camp constitutes the quintessence of Nilfgaardian martial architecture.

Quests

1	Blood Ties	p. 218
1	Contract: Patrol Gone Missing	p. 283

CROOKBACK BOG – WEST

The main oozing marsh of Crookback Bog is in the southern part of this area. Beware the crones in the orphan village! Be sure to speak to the locals of Downwarren too, they believe in the old ways. To the north is an extensive area of forest, and a hidden entrance to a grotto, said to contain some impressive treasure.

5 DRAGONSLAYER'S GROTTO

Underneath this fortress lies a musty, rank cave in which a lost traveler will find nothing but a few tattered leeches – if he's lucky. Nevertheless, village elders insist on repeating the legend that gave the grotto its name; that of a legendary dragonslayer said to be buried somewhere deep inside. Those searching for Witcher gear would do well to investigate further.

Quests

1	Scavenger Hunt: Griffin School Gear	p. 327
2	Deadly Crossing (III)*	p. 222

Points of Interest

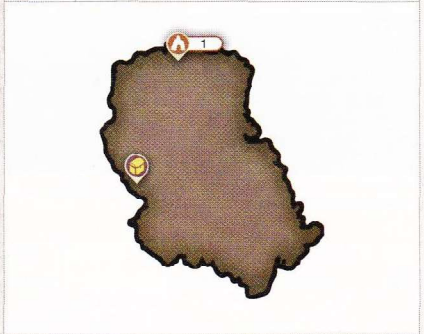
2	Bear

Chests

2	Griffin Armor Set	p. 332
3	Feline Armor (Superior)	p. 333

Dungeons

1	Fiend Cave



6 DOWNWARREN

Before the war, the inhabitants of this village were known for their intricate lacemaking and artisanal smithery.

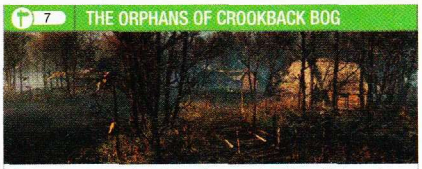
Quests

3	Return to Crookback Bog	p. 92

Points of Interest

1	Yrden

7 THE ORPHANS OF CROOKBACK BOG



Orphaned and unwanted children from nearby villages find a roof over the head and bowl of warm food here. To begin with.

Quests

1	Ladies of the Wood	p. 83
2	Contract: Swamp Thing	p. 286
1	Something Ends, Something Begins (I)	p. 334

Points of Interest

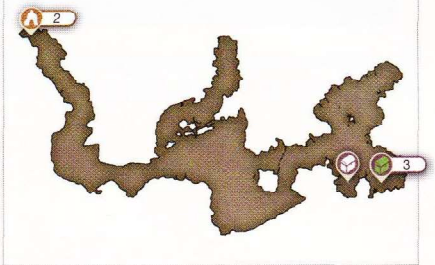
1	Drowner, Drowned Dead

Chests

4	Ursine Silver Sword (Superior)	p. 333

Dungeons

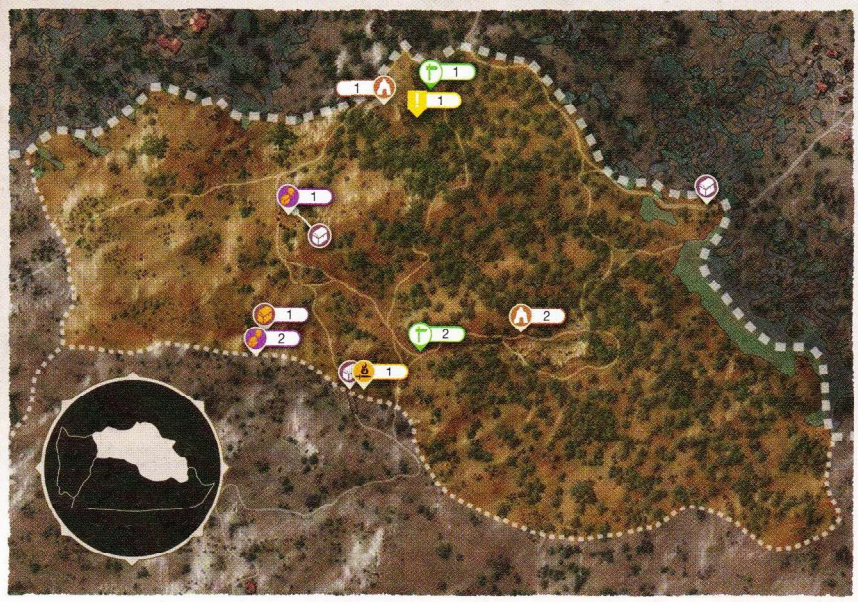
2	Spawning Pools



Bald Mountain

This least hospitable, and most difficult of Velen's territories to reach, there is little that could be termed "civilization" here. If you're after a challenge and wish to spend your time hunting and slaying, there's no better place to get away from it all, than here.

Bald Mountain – Northeast



Just south of Crookback Bog, this area is dominated by an ancient oak tree, with its twisted branches that are visible from miles around. Dare you enter the Whispering Hillock?

2 Crossroads

A small crossroads, well-trod by the inhabitants of the surrounding villages.

Points of Interest

1	Deserters
2	Bilge Hag

Chests

1	Diagram: Longclaw	
1	Griffin Silver Sword (Enhanced)	p. 333

Dungeons

2	Ghoul Cave

1 Ancient Oak

Centuries ago, bloody rituals in honor of the old gods were conducted here. Locals believe dark forces still haunt this place.

Quests

1	The Whispering Hillock	p. 84

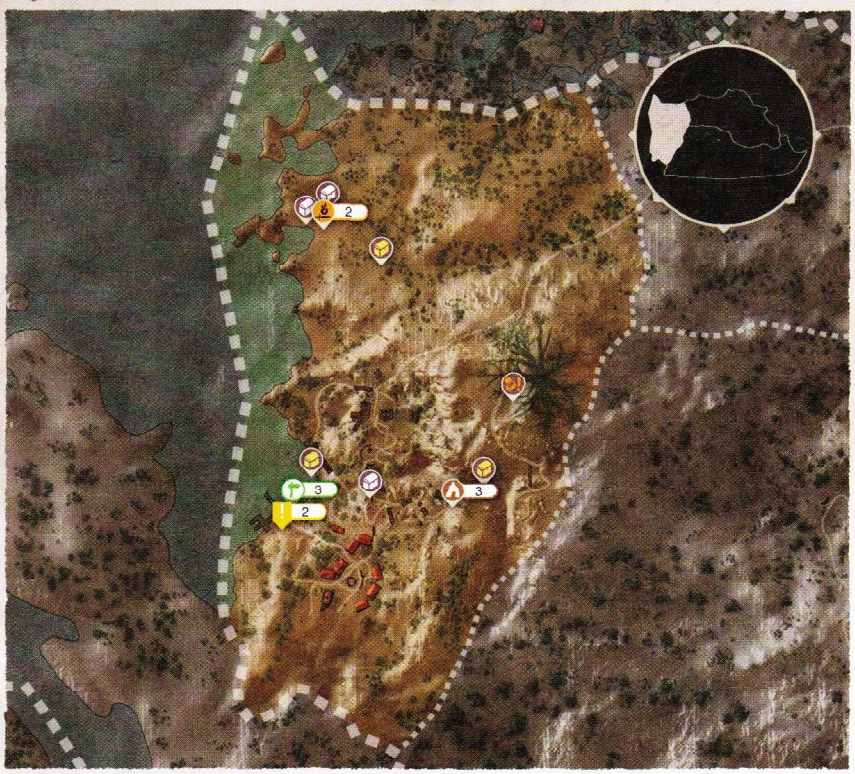
Points of Interest

1	Earth Elemental

Dungeons

1	Whispering Hillock Cave

BALD MOUNTAIN – WEST



The western shores look out onto the territory of The Mire, and Lake Wyndemyr, but the only signs of human life are on the road to Bald Mountain, where witches gather to celebrate the sabbath. The peak of Bald Mountain itself is located here.

3 ROAD TO BALD MOUNTAIN

The peasants of Velen believe that the summit of Bald Mountain is home to witches, werebubbs, and wights.

Quests

2	Bald Mountain	p. 176

Points of Interest

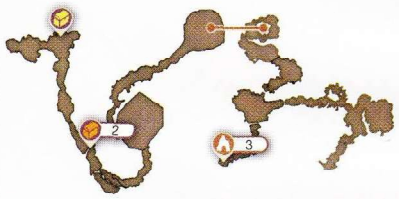
2	Deserters

Chests

2	Forgotten Vran Sword

Dungeons

3	Sabbath Cave



BALD MOUNTAIN – SOUTHEAST

There's little but rugged and mountainous scenery to clamber through in this remote part of Velen. Persevere, however, and you may be rewarded with some fine crafting diagrams. Just beware of the large monsters dwelling in these parts.

4 DESTROYED BASTION

This bastion was built during the reign of King Gardic and destroyed during the First Nilfgaardian War.

Points of Interest

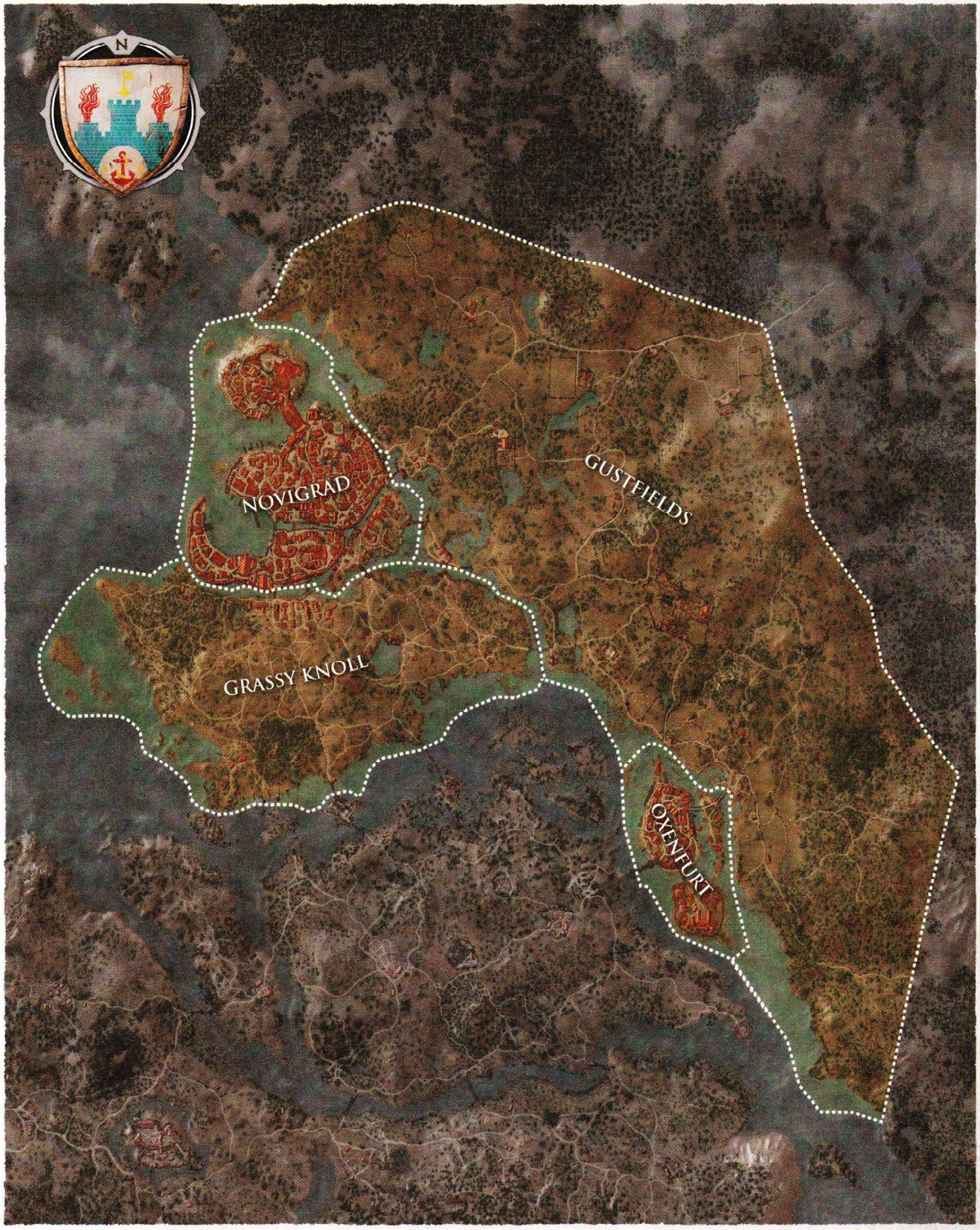
3	Wyvern
4	Cyclops

Chests

2	Ursine Armor (Mastercrafted)	p. 333

Novigrad

The Free City of Novigrad dominates the northern parts of this land, segmented from the impoverished Velen by the mighty Pontar river. Aside from the internal struggles for power within the walls of Novigrad city and the university town of Oxenfurt, the way of life here is much more pleasant, bordering on bucolic in parts.



Novigrad

Behold the Free City of Novigrad! The center of commerce for the region, and a vast and sprawling place with markedly-different territories, known to locals as districts.

THE BITS

The most impoverished district of Novigrad, home to urchins, pickpockets, and the other downtrodden. Built on marshland, some of the dwellings have a distinct lean on them. Explore this maze of narrow alleyways at your peril.

2 SOUTHERN GATE

In truth, demarcating the eastern and not southern edge of the city, the Southern Gate was given its inappropriate name by a one-time city planner who knew nothing about architecture and could not read a map, but had in his favor the fact that he was the mayor's cousin and threw lavish parties. Though confusingly incorrect, the name stuck and now the city's residents never think twice about its illogical appellation.

Quests

2	A Tome Entombed	p. 236
3	Never Trust Children (I)*	p. 235
4	Hidden Messages of the Nilfgaardian Kind	p. 234
5	A Matter of Life and Death	p. 125
6	Now or Never	p. 127
1	Fists of Fury: Novigrad	p. 316

Points of Interest

5 The Ubbizi Townhouse: Triss' Home

The known whereabouts of the sorceress Triss Merigold, who is letting a room in this distinctly sagging dwelling.

Chests

1	Feline Silver Sword (Enhanced)	p. 333

Dungeons

2 The Bits Sewers

1 OXENFURT GATE

In the times when Novigrad and Oxenfurt were embroiled in fierce neighborly disputes, this gate went through several completely different names–the Gate of Harlots and the Gate of Bloodsuckers being two of the longer-lived examples. Its current name was chosen when the conflict was finally put to rest.

Quests

1	Honor Among Thieves	p. 106
1	Carnal Sins	p. 120

Points of Interest

1 Whoreson's Arena

One of Whoreson's business enterprises, a section of the Gildorf Sewers now serves as an arena, where illegal arena bouts occur with great regularity (and bloodshed).

2 Vilmerius Hospital

Due to recent conflicts, this hospital has had to turn away many of the wounded, as the richer and more influential families receive treatments before the general populace.

3 The Nowhere Inn

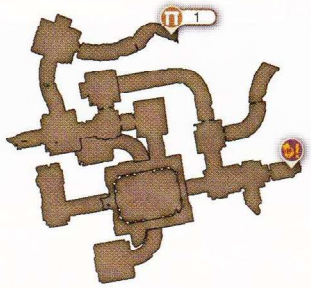
Another of Novigrad's infamous watering holes, attracting a distinct clientele from both the impoverished Bits district, as well travelers and those of an unpleasant disposition.

4 Whoreson's Casino

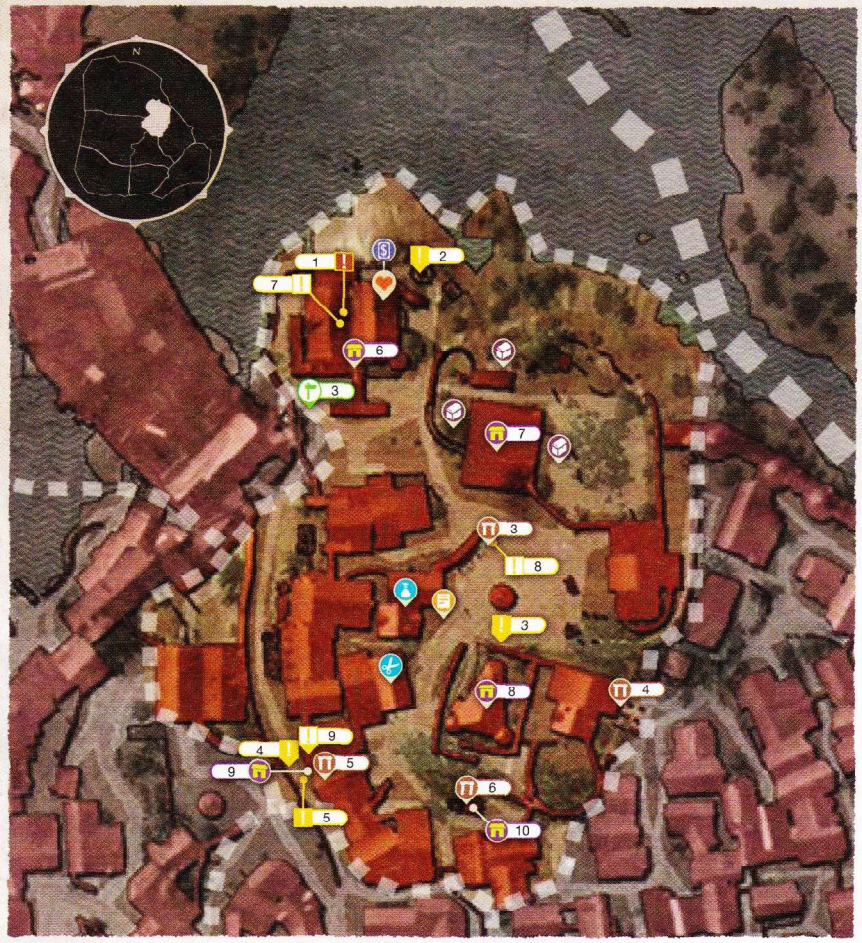
A front for Whoreson's seedier business practices, this casino enjoys a great deal of business from Gwent players both professional and amateur.

Dungeons

1 Whoreson's Arena

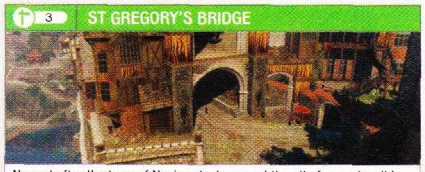


GILDORF



The ruling families and other well-to-do folks walk the streets of this rich district, ignoring all but the smell of the Bits district, to the south. Even the district's brothel (the Passiflora) is of a distinctly higher class.

3 ST GREGORY'S BRIDGE



Named after the hero of Novigrad who saved the city from a horrible famine three hundred years ago by sacrificing half his fortune to import food from Nazair. After this, he was declared a saint, something even the jurors of the Eternal Fire were unable to change.

Quests

2	Blindingly Obvious	p. 180
3	Payback	p. 183
4	Get Junior	p. 103
5	Count Reuven's Treasure	p. 111
7	A Deadly Plot	p. 130
8	Fencing Lessons	p. 233
9	The Gangs of Novigrad	p. 104
1	High Stakes	p. 311

Points of Interest

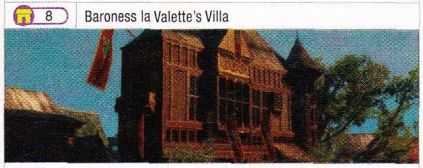
6 Passiflora

Arguably the fanciest knocking shop in the Northern Realms, this boasts the cleanest strumpets and the most taxing of all Gwent players around.

7 Var Attre Villa

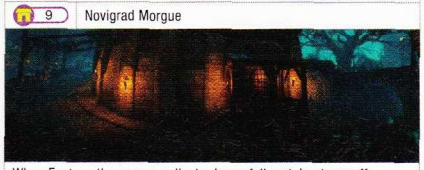
A sizable structure with a clifftop garden, and well-guarded (at least, from the town square), this villa belongs to the var Attres; a rich and powerful family in league with Nilfgaard.

8 Baroness la Valette's Villa



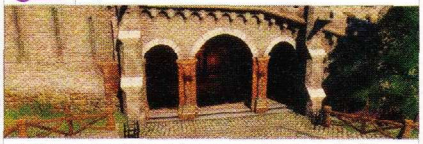
The Novigrad residence of the powerful la Valette family, and a close ally of the Nilfgaardians, the Baroness is said to be close friends with General Voorhis himself.

9 Novigrad Morgue



When Eustace the corpse-collector has a full cart, he drops off the bodies of the dead here, where the important citizens are then inspected and funeral arrangements made. There is said to be an *entrance to Novigrad's sewers here.*

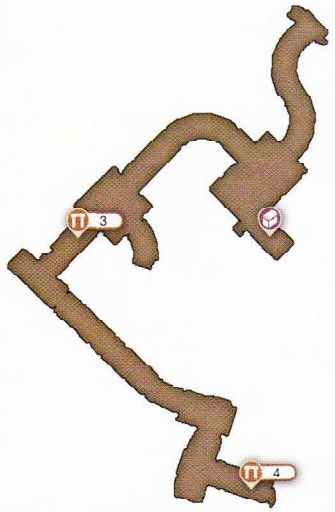
10 Sigismund's Bathhouse



Where the highfalutin folk go for a proper wash and a natter, this large bathhouse is run by one-time spy and now Big Four crime lord Sigismund Dijkstra. It is also an entrance to Novigrad's sewer system.

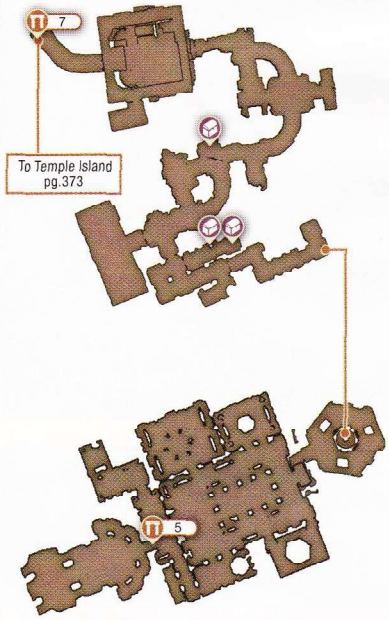
Dungeons

3 4 Gildorf Sewers



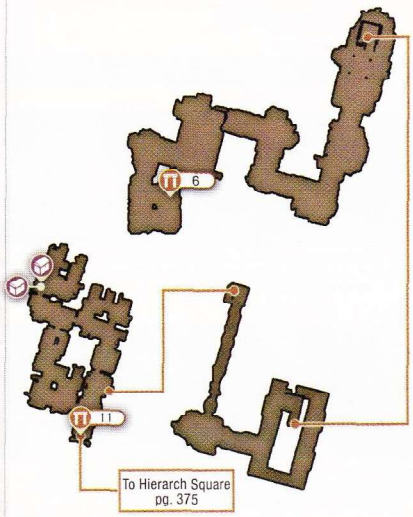
Dungeons

5 Bathhouse: Sewer Entrance



Dungeons

6 Novigrad Morgue Sewers



TEMPLE ISLAND

Dominated by the Order of the Eternal Fire, who rule from the highest tower on this promontory, Temple Island is home to the city planners, rulers, and religious leaders currently throwing this city into turmoil.

4 ELECTORS' SQUARE

Named after a group of Novigrad reformers who enacted bold transformations that led to the city's rapid growth, enriched its residents considerably and ushering in the city's golden age. Now this is the seat of power of the Eternal Fire.

Quests

1	Scavenger Hunt: Cat School Gear	p. 329

Points of Interest

11	Whoreson's Townhouse

The living quarters of Cyprian Willey, also known as "Whoreson Junior," the fourth of the Big Four crime lords of Novigrad, and businessman with a sickening depravity for flesh. It is a wonder the Eternal Fire turn a blind eye to this deviant individual, but Whoreson seems to have friends in high places (on galleons moored off Oxenfurt harbor, for example).

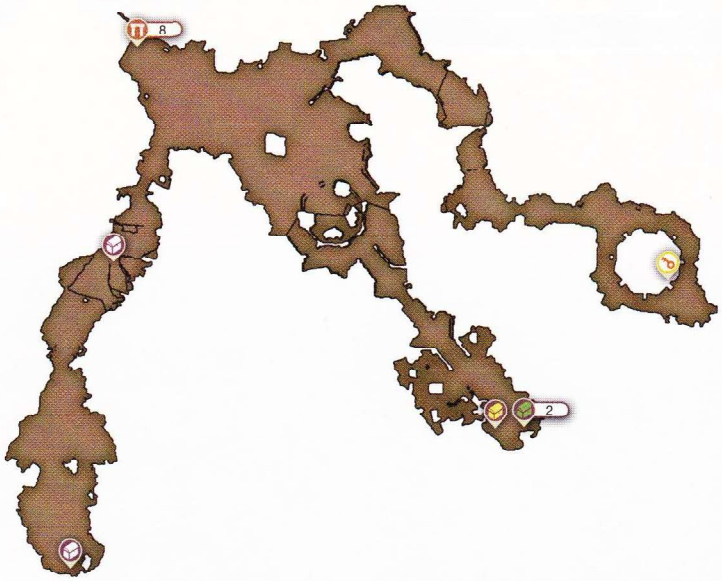
1	Igni

Chests

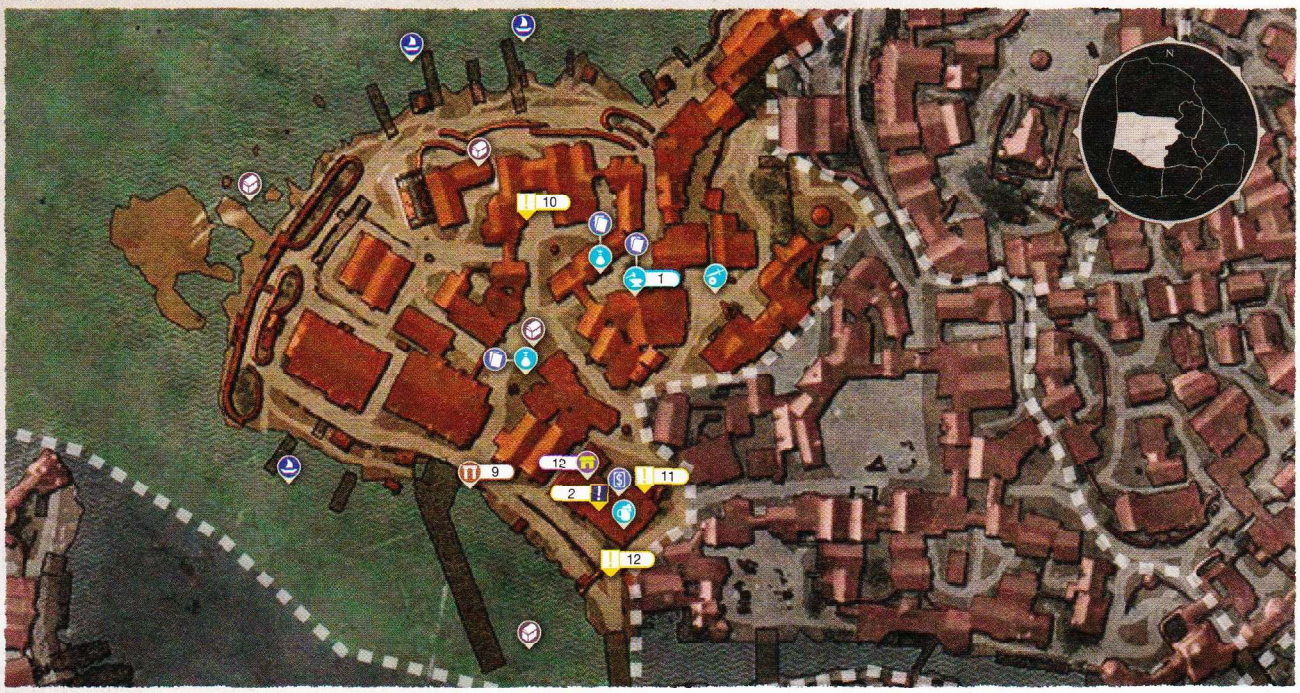
2	Feline Armor Set Diagrams

Dungeons

8	Forgotten Passages Under Temple Isle



SILVERTON



Quests		
10	Hey, You Wanna Look at My Stuff?	p. 230
11	Black Pearl	p. 229
12	Drunken Rabble*	p. 230
2	Fists of Fury: Novigrad	p. 316

Points of Interest	
12	The Golden Sturgeon

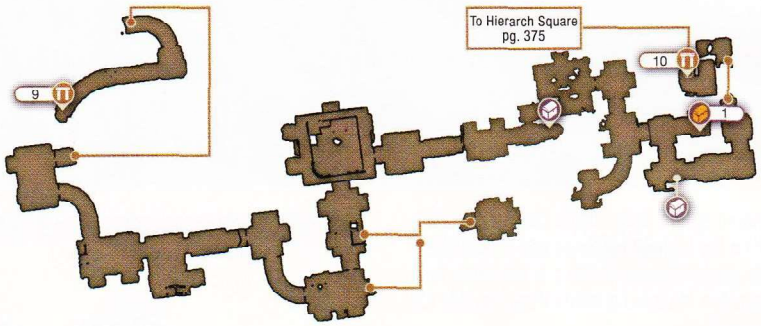
Frequented by sailors and dockhands, this rowdy and expansive tavern has a reputation for violent behavior, where fistfights and the battle-hardened go to quench a thirst for mead and sometimes bloodletting.

Merchants and Repairs		
1	Armorer: Amateur	Available Money: Average

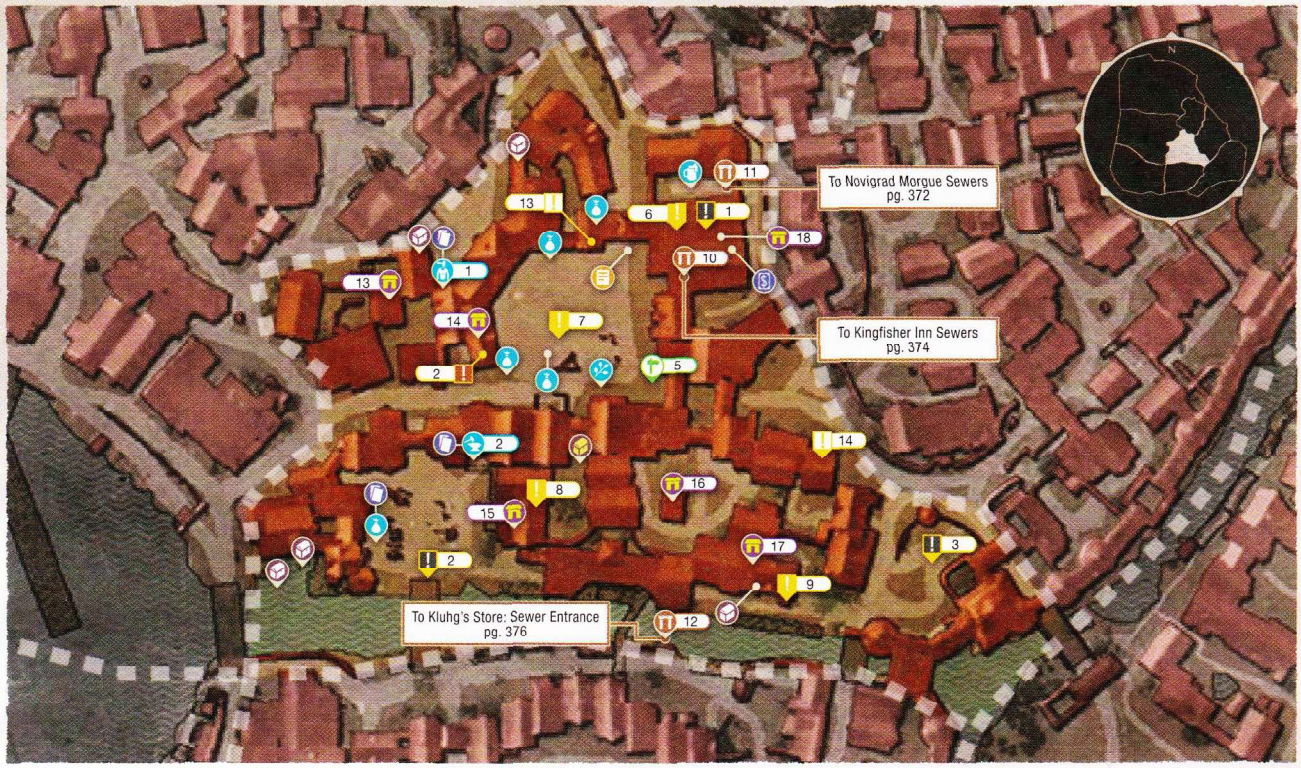
Chests	
1	Harvall Steel Sword

Silverton District offers the traveler wonderful views of the wharfs along the northern side of the main island, along with docks to explore near the notorious tavern, the Golden Sturgeon.

Dungeons	
9	*Kingfisher Inn Sewers*



HIERARCH SQUARE (CITY CENTER)



Hierarch Square has a concentration of traders and merchants all dotted around the infamous square, where the Eternal Fire now conducts its heinous witch burnings.

5 HIERARCH SQUARE

Until quite recently, a great many mages lived near Novigrad's main square. They fled when the witch hunters began their reign of terror, leaving many of the city's most beautiful townhouses abandoned and uncared for.

Quests

6	The Play's the Thing	p. 114
7	A Final Kindness	p. 181
8	Pyres of Novigrad	p. 96
9	Novigrad Dreaming	p. 98
13	Message from an Old Friend	p. 226
14	The Flame of Hatred*	p. 226
1	Contract: Doors Slamming Shut	p. 293
2	Contract: Deadly Delights	p. 292
3	Contract: An Elusive Thief	p. 294
2	High Stakes	p. 311

Points of Interest

13 Cleaver's Hideout

The unhinged dwarf Carlo "Cleaver" Varese works his angles and roughs up rivals here, in this unassuming glass-windowed shop just down the road from Hierarch Square. Cleaver's reputation for violence is well-founded, as he is one of the Big Four underworld crime bosses.

14 Vivaldi Bank

A well known Gwent player, Vimme Vivaldi also runs a well-kept bank where coins of the realm can be exchanged.

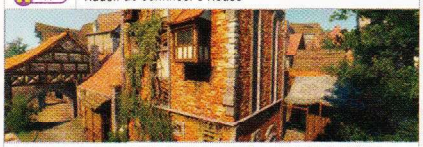
15 Ubbizi Townhouse

Once the home of the powerful Ubbizi family and a known location of Triss Merigold, this is only recently abandoned as the family's alliances with mages almost cost them their lives.

16 The Butcher's Yard Theater

A mummer's troupe lead by the indomitable Madame Irina, this theater has been entertaining citizens of Novigrad for decades.

17 Rudolf de Jonkheer's House



A rich bank owner from a family who helped found the city, Rudolf is a dandy fellow and one whose wealth far surpasses his mental fortitudes. He is currently letting this house to Corrine Tilly, a "dreamer", as well as a second, more mischievous tenant.

18 The Kingfisher Inn

This is the largest drinking establishment in Novigrad. Run by the eponymous Olivier, it offers Gwent, fine wines, and an atmosphere devoid of talk of the current pogrom against sorcery. The sewer tunnels beneath the structure also make it the perfect place for extricating mages from the city.

Merchants and Repairs

1	Blacksmith: Journeyman	Available Money: Average
2	Blacksmith: Journeyman	Available Money: Average

Chests

1	Harvall Steel Sword

HARBOR SIDE AND GLORY LANE

Workers offload a variety of cargo ships from the dockside district, which is dominated by warehouses of varying sizes. To the east is Glory Lane, where the dock workers go to relax. The thieves' den known as Putrid Grove is part of Glory Lane, along with the Lacehalls area; where the strumpets stroll.

6 NOVIGRAD DOCKS

A den of dirt and depravity and the shadiest part of Novigrad. After dark all one finds here are women of loose morals, hoodlums and drunk sailors.

Quests

15	Warehouse of Woe	p. 232
16	Reason of State	p. 188
17	Strumpet in Distress*	p. 230
18	A Walk on the Waterfront	p. 231

7 PORTSIDE GATE

Though not the most stately of gates, this one's location near the bustling port has made it the called card of the city.

Quests

10	The Great Escape	p. 181
19	Of Swords and Dumplings	p. 227
20	Racists of Novigrad (II)*	p. 228
3	Fists of Fury: Novigrad	p. 316

Points of Interest

19 Witch Hunter Barracks Outpost

The headquarters of the witch hunters in the city, allied to the Eternal Fire and King Radovid, and responsible for finding and bringing mages (and to a lesser extent, non-humans) before the yoke of oppression. Those found guilty of sorcery are then burned at the stake in Hierarch Square.

20 Crippled Kate's Brothel

The dockside district has a small secondary area known as "Lacehalls," which centers on this cut-price knocking shop where even the most impoverished citizen can entertain themselves with pleasures of the flesh.

Merchants and Repairs

1	Blacksmith Hittori: Mastercraft	Available Money: Rich

0 GLORY GATE

Toughs and hooligans often end a night of drunken escapades under this gate after being thrown out of the nearby taverns.

Quests

11	Final Preparations	p. 179
12	It Takes Three to Tango	p. 185
13	Through Time and Space	p. 186
21	A Feast for Crows	p. 225
22	Suspicious Shakedown	p. 229
23	A Dangerous Game	p. 123
24	Message from an Old Friend	p. 226
3	Gwent: Old Pals	p. 309

Points of Interest

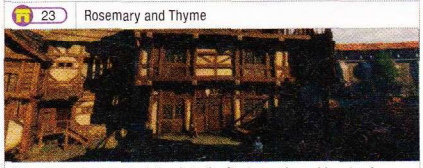
21 Entrance to Putrid Grove

The pickpockets and urchins that scrape a living in the muddy thoroughfares of the city come here seeking safety; a place where thieves go to count their ill-gotten gains.

22 King of Beggars' Hideout

Francis Bedlam, one of the Big Four crime bosses of Novigrad, holds sway over this area of town, known colloquially as "Lacehalls" due to the number of harlots plying their trade on the streets hereabouts.

23 Rosemary and Thyme

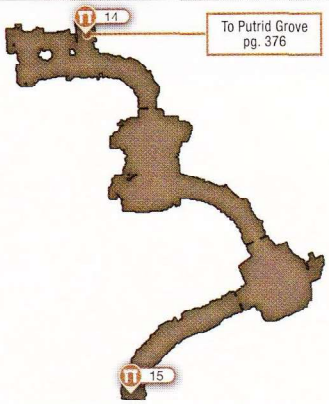


A brothel only recently fallen into the finely manicured hands of Dandelion, a dashing poet, writer, and bon vivant, and his close associate the dwarf Zoltan Chivay. Before his disappearance, Dandelion had big plans for this place.

Dungeons

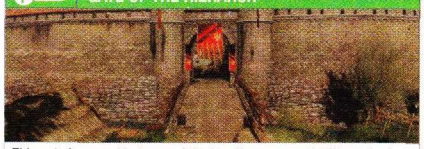
13 Klung's Store: Sewer Entrance

14 15 Glory Gate Sewer Entrance



FARCORNERS

9 GATE OF THE HIERARCH



This gate is named in honor of Novigrad's own son, the Hierarch of the Eternal Fire. Supposedly, this name was given to it upon popular request, though no one can be found who remembers requesting any such thing.

10 TRETOGOR GATE

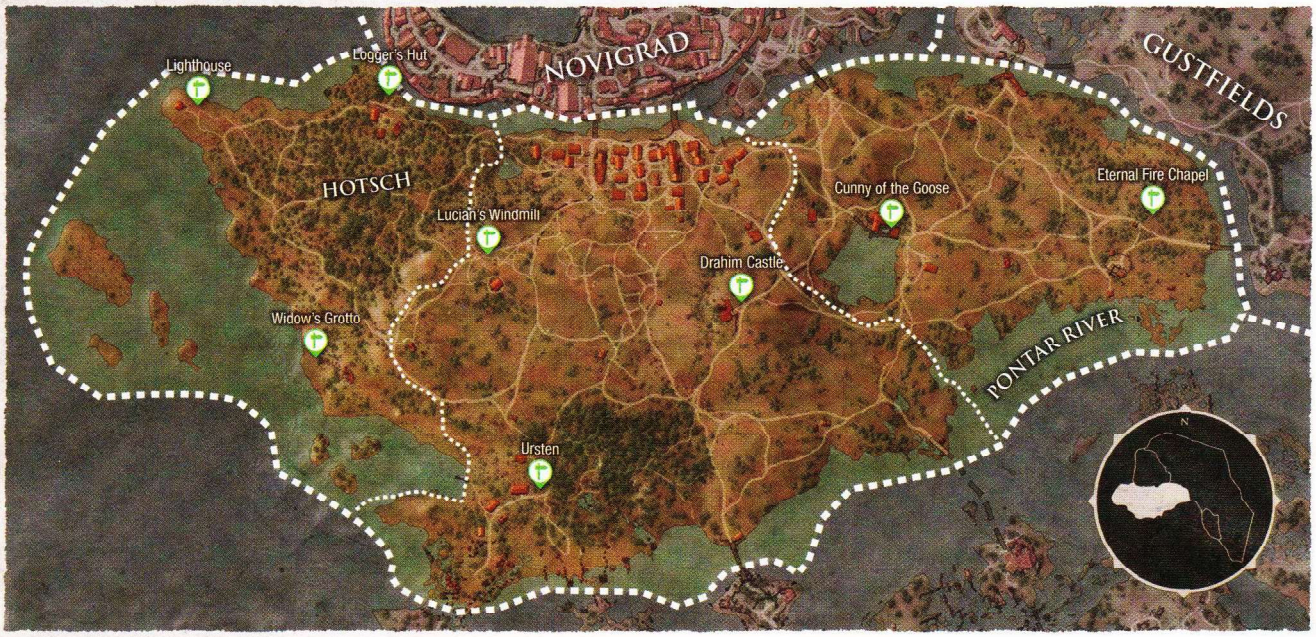
This gate was erected with funds from the Redanian royal family, who, wanting to earn favor with Novigrad merchants and the hierarch, dedicated a significant amount of coin to its construction, as well as some no-less-valuable (wo)manpower in the form of the master architect Countess Anna Yaye-Pinkovitz and her skilled crew.

Quests		
25	Racists of Novigrad (I)*	p. 228
26	Karmic Justice*	p. 225
27	Following the Thread	p. 223
28	The Dwarven Document Dilemma	p. 222

Now, more than ever, the shanty town of Farcorners *is home to a number of non-humans and hiding* mages. The former are barely tolerated by King Radovid and the Eternal Fire that act in his name.

Grassy Knoll

To the south of Novigrad are the rolling hills of Grassy Knoll, one of the most prosperous territories in the Northern Realms. The peasantry (though downtrodden) have been spared much of the horrors of war. Now this fertile pasture serves to grow many of the crops shipped across the lands.



GRASSY KNOLL – WEST

Dominated by the forests in the northern part of this area, as well as the lighthouse erected to mourn the death of King Radovid's uncle, this area offers a couple of islands to explore, one of which is said to contain a wrecked ship with witcher gear somewhere aboard.

1 LOGGERS' HUT

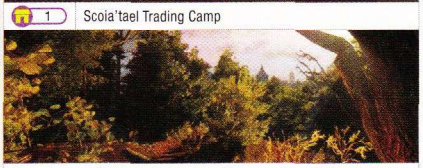
A lone cabin deep in the Novigrad forest—an ideal base for woodcutters.

2 LIGHTHOUSE

Many years ago a horrible accident took place here. A ship carrying the cousin of King Radovid IV the Bald wrecked against the rocks during a storm. The king ordered a lighthouse erected on that spot in order to warn other seafarers of its deadly danger.

Points of Interest

1 Scoia'tael Trading Camp



A small camp of elven bandits, where Gwent cards and other valuables can be traded. One of the Scoia'tael here is a master Gwent player.

1 Basilisk

Chests

1 Feline Crossbow p. 333

3 WIDOWS' GROTTO

According to legend, many years ago a young woman would wait here and watch for her husband's return from an overseas raid. Years passed and the woman grew old, still waiting for her husband. Yet he never came, and finally, she died. Three days after her funeral, her husband returned, having at last escaped from the pirates who had held him captive all this time. When he learned about his beloved's loyal vigil, he went bitter tears, then leapt to his death. Secondary Quest: From a Land Far, Far Away concludes at this location, too..

Chests

A Letter Quest: Coast of Wrecks p. 325

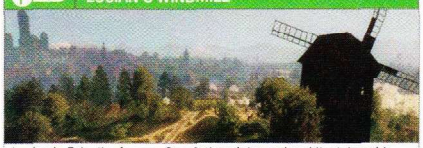
Dungeons

1 Widows' Grotto

GRASSY KNOLL – CENTER

This area of Grassy Knoll borders the Pontar River to the south (and the vast territory of Velen beyond), and is made up mainly of farmland, old and crumbling fortifications, and an area of old-growth trees close to the Pontar River; woodland where the largest monster threats are said to reside.

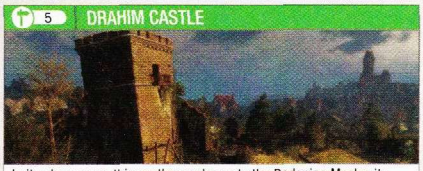
4 LUCIAN'S WINDMILL



Lucian le Foix, the famous Oxenfurt sculptor and architect, bought this windmill several years ago and made it into his country retreat. Sadly the enormous popularity of the great Lucian's designs means he spends little time in his fortress of solitude and has entrusted its care to a steward.

Quests		
1	Witch Hunter Raids*	p. 225
1	Contract: The White Lady	p. 299
2	Fists of Fury: Novigrad	p. 316
Points of Interest		
1	Bandit Campfire	
Chests		
1	Headhunter	

5 DRAHIM CASTLE



In its glory years, this castle was home to the Redanian Moskovitz of the Sea Cats dynasty, patrons of the arts and admirers of elven culture. After the death by suicide of the dynasty's last member, Prince Adrien, the castle fell into the hands of the Redanian crown, and then into ruin. Look carefully at the structure's exterior entrance—there are hints of Witcher Gear here!

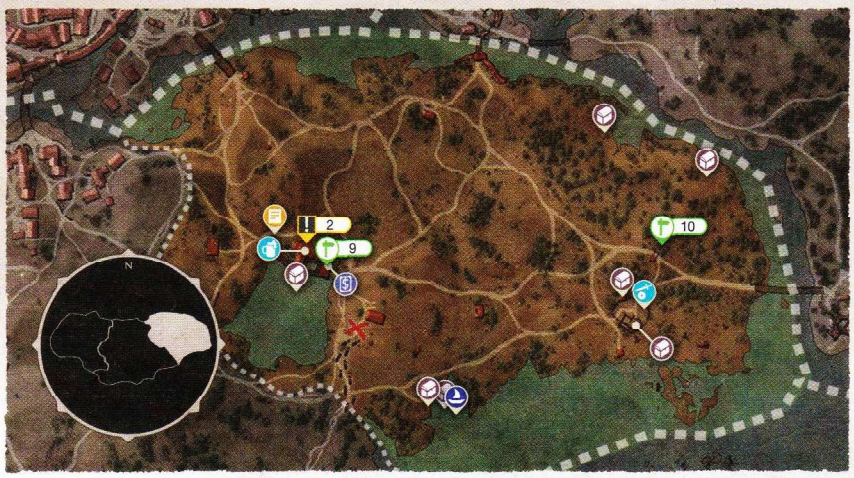
Quests		
2	Scavenger Hunt: Cat School Gear	p. 329
Points of Interest		
1	Rotfiend, Devourer	
3	Wyvern	
Chests		
2	Feline Steel Sword	p. 333

6 URSTEN

War has caused countless refugees to flee Temeria. With the Pontar blockaded, they have tended to flood villages which, like Ursten, are located close to river crossings. This is the location where a warrior is met, during Secondary Quest: From a Land Far, Far Away.

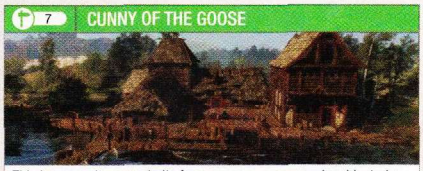
Points of Interest		
2	Endrega Warrior, Endrega Worker	
3	Endrega Drone, Endrega Worker	
Chests		
2	Feline Silver Sword (Superior)	p. 333
Dungeons		
2	Ursten Cave	Nekker Warriors, Nekkers

GRASSY KNOLL – EAST



Aside from the delightfully-named tavern on the lake, the eastern parts of Grassy Knoll offer more rolling hills, and the first evidence of the unshakeable rule of the Eternal Fire.

7 CUNNY OF THE GOOSE



This inn owes its name to its former owner, a swaggering, blustering fellow who wanted to attract those of a similar temperament. Luckily he died of liver poisoning after a few years and ownership passed to a distant relative, who turned the Cunny of the Goose into the best spot for stuffed goose liver in all the region.

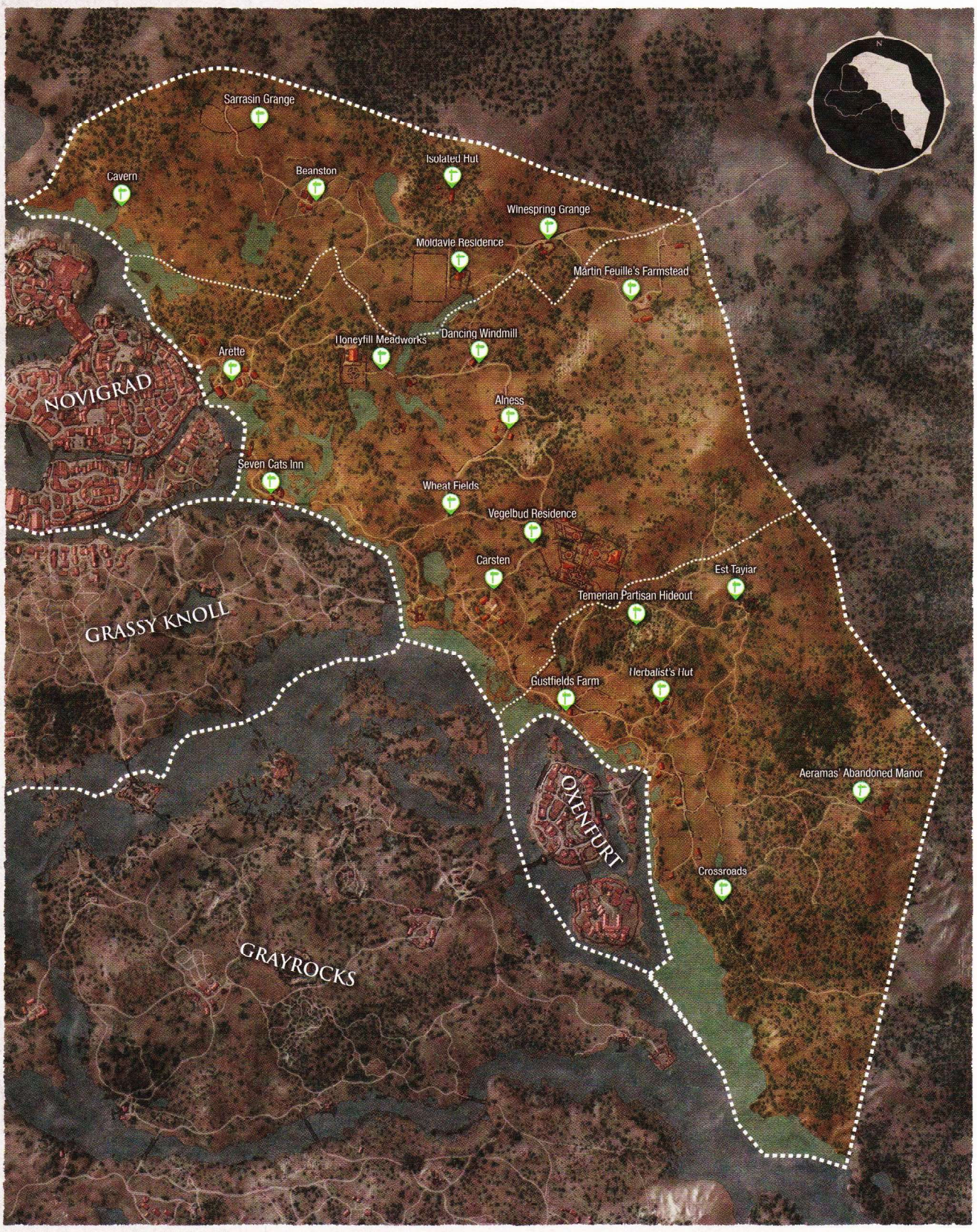
Quests		
2	Contract: Lord of the Wood	p. 296

8 ETERNAL FIRE CHAPEL

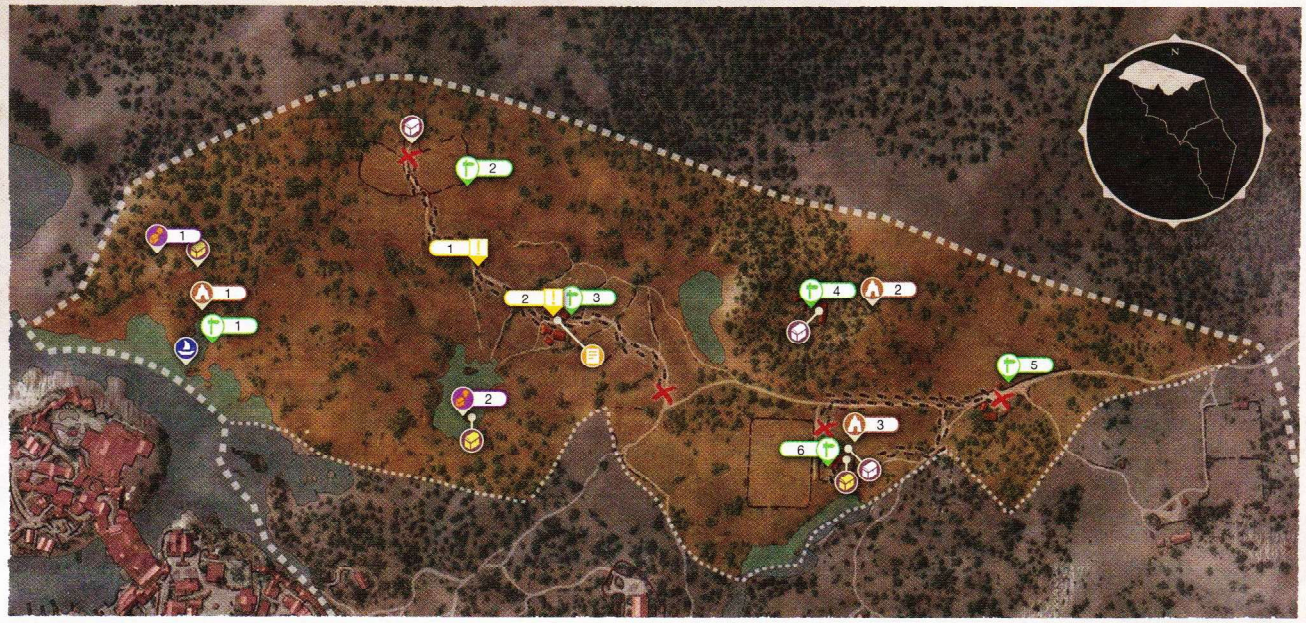
This shrine greets travelers on their way to Oxenfurt. Merchants sometimes stop here to sell goods to pilgrims and visiting scholars.

Gustfields

The expansive territory to the north and east of Novigrad and Oxenfurt is home to numerous farmsteads, hamlets, and more impressive manor houses, usually built using the proceeds from agricultural gain, as this territory offers excellent potential for farming. There are other, more hidden areas to explore as well…



GUSTFIELDS – NORTH



The numerous fields and gently rolling hills provide many wonderful vistas, as well as strange and possibly violent altercations with the locals, who are especially fearful that their idyll may be ripped and razed like so much of Velen.

1 CAVERN

One of those places wise men avoid at all costs, so as not to tempt fate.

Points of Interest

1	Arachas
2	Water Hag

Chests

1	Feline Steel Sword (Superior)	p. 333

Dungeons

1	Smuggler's Den

2 SARRASIN GRANGE

Lord Antares Sarrasin moved his wife and smattering of comely daughters here from far-off Nazair on his medic's recommendations. The leech proclaimed with absolute certainty that "if you wish to sire a son, it must be in the Gustfields." While waiting to produce a male heir, the Sarrasins took to wine cultivation and soon their grange became well known from Nazair to Skellige.

Quests

1	Novigrad Hospitality	p. 238

3 BEANSTON

The inhabitants of this village are known for their talkativeness and tendency to exaggerate, which makes them good companions for a round of drink, but impossible to tolerate for long stretches of time.

Quests

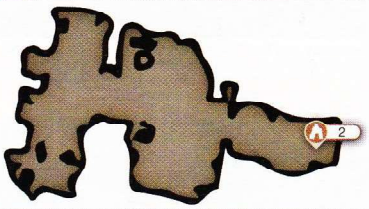
2	Little Red	p. 238

4 ISOLATED HUT

Rumors claim a famous painter lives in this house, though no one has ever seen him or knows his name.

Dungeons

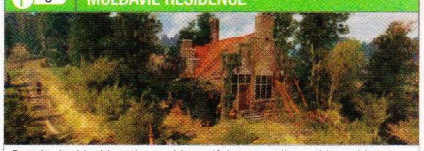
2	Isolated Hut Hidden Basement



5 WINESPRING GRANGE

Years ago, an eccentric count named Jacobus Ruth the Rieslings settled here. The count could not stand the pomposity of court life but loved good wine. He planted a vineyard here which produces a fabulous beaujolais prized on both sides of the Pontar.

6 MOLDAVIE RESIDENCE

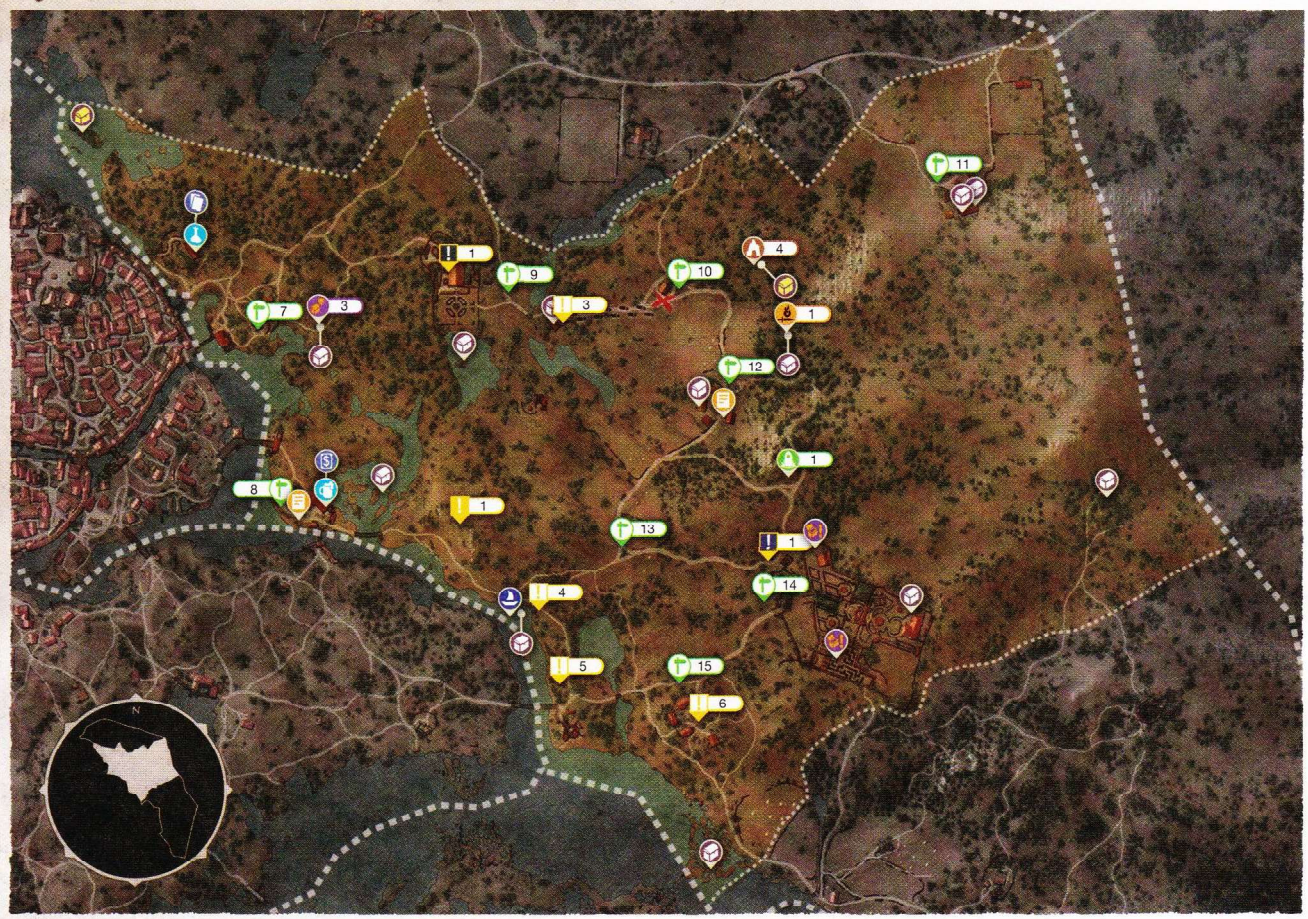


Depsite its ideal location and beautiful surroundings, this residence has been tossed from owner to owner like a hot potato, and for some unknown reason suffers from a bad reputation.

Dungeons

3	Abandoned Estate

GUSTFIELDS – CENTER



7 ARETTE

Novigrad has always attracted those in search of a better life. Many of them found no welcome within the city walls, and so built huts outside the city.

Points of Interest

3	Grave Hag

8 SEVEN CATS INN

This dank establishment is host to a shady clientele.

9 HONEYFILL MEADWORKS

The renowned Honeyfill Meadworks has for generations belonged to a respected family of halflings.

Quests

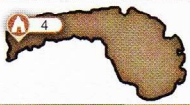
3	Empty Coop	p. 237
1	Contract: The Apiarian Phantom	p. 289

10 DANCING WINDMILL

When the current owner's grandfather, the famous dancer Pablo "Sugar" Sasko, ended his career, he settled here and organized nights of dancing for the nearby peasantry. Supposedly these revelries became so fashionable that dung-booted peasants were dancing rounds with members of Novigrad's most elite families and adventure-seeking urban dandies.

Dungeons

4	Bear Den



11 MARTIN FEUILLE'S FARMSTEAD

Founded by Lord Martin Feuille, this vast plantation was until not so long ago the largest producer of alfalfa in the region. Sadly, when war broke out the lord fled to his winter residence in Kovir, leaving his land to be administered by an ill-suited steward who squandered his liege's fertile fields.

12 ALNESS

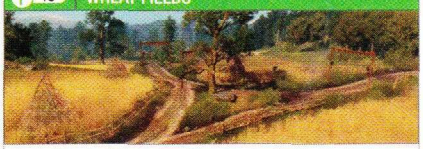
Until recently, this was a thoroughly unremarkable village, then the Vegelbuds started organizing their famous horse races here, granting Alness the enviable honor of hosting the region's most prestigious equestrian tourney.

Points of Interest

1	Bandit Campfire
1	Axii

The wealth of agriculture in this "garden of Novigrad" is further proven due to the Vegelbud family's ostentatious holdings, as well as the Honeyfill Meadworks, whose halfing owners are respected members of the community, a shock to many nonhumans visiting these parts for the first time.

13 WHEAT FIELDS



The fertile soils of the Pontar delta guarantee the inhabitants of Novigrad full granaries and full stomachs all year long.

Quests

1	A Poet Under Pressure	p. 117
4	A Warm Welcome*	p. 240
5	Strangers in the Night*	p. 240

14 VEGELBUD RESIDENCE

Domicile of a prominent Novigrad family whose line can be traced back to the times when the first human settlers came to these lands. Now the Vegelbuds are famous for their horse races and masquerade balls.

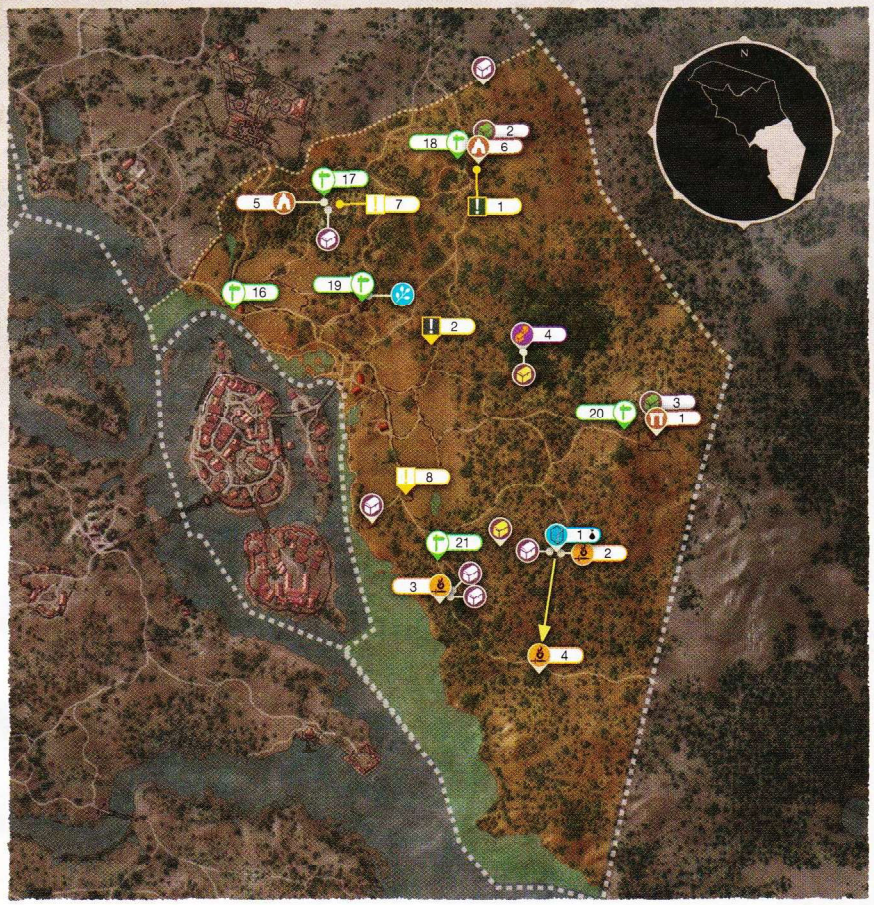
15 CARSTEN

A village named after a baker whose exquisite goods gained him fame, as well as the privilege of supplying bread to the table of the hierarch of the Church of the Eternal Fire in Novigrad. Following his death, none proved capable of recreating his recipes for his delicious and deeply aromatic breads, so these days Carsten is known chiefly for its trade in grain and flour.

Quests

6	A Barnful of Trouble	p. 237

GUSTFIELDS – SOUTH



The farther south you wander in this territory, the more evidence of war and displacement occurs. Temerians are hiding in the gorges dotting this area, and the recent discoveries at the elven ruins of Est Tayiar make this a location well worth exploring.

16 GUSTFIELDS FARM

This farmstead was founded years ago by an eccentric flaxen-haired painter named Cunigund de Cabbrae, who came here seeking peace, quiet and fresh country air.

17 TEMERIAN PARTISAN HIDEOUT

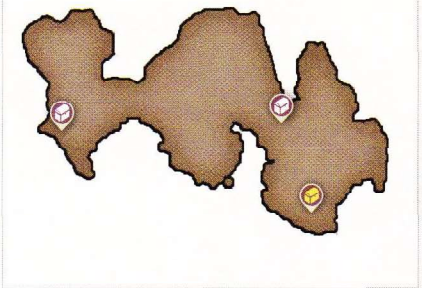
Though the Nilfgaardians thought Temeria died along with King Foltest, Temerian partisans are still hiding in the woods, ready to give their lives at a moment's notice in their fight for independence. Their leader is Vernon Roche.

Quests

7	An Eye for an Eye	p. 129

Dungeons

5	Roche's Camp



18 EST TAYIAR

Long before men first peopled these lands, a beautiful, prospering elven city stood here, centered around the palace of King Maeglor. One day, however, the city's inhabitants began mysteriously dying off in large numbers. According to legend, King Maeglor sensed he, too, would soon perish and cast a powerful spell that caused the earth to swallow the city whole so that no outsider could ever desecrate it. Centuries later, scholars from the Oxenfurt Academy began painstaking excavations of King Maeglor's palace in a search for the causes of the catastrophe. Yet work came to a sudden halt when three subsequent expeditions ventured into the ruins' depths, and were never heard from again. Expect Witcher gear, and a sorceress' lair to be found here.

Quests

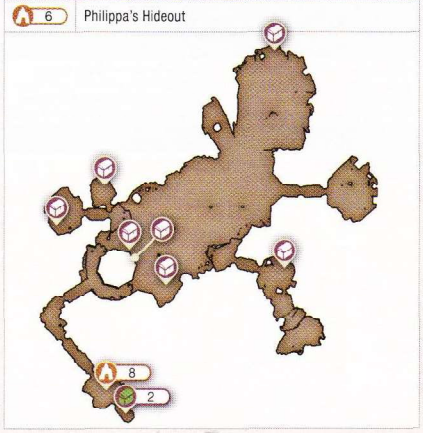
1	Scavenger Hunt: Cat School Gear	p. 329

Chests

2	Feline Silver Sword	p. 333

Dungeons

6	Philippa's Hideout



19 HERBALIST'S HUT

Home to a halfling herbalist who is a passionate devotee of innovative gardening methods and experimental herbal medicine.

Quests

2	Contract: The Creature from the Oxenfurt Forest	p. 290

20 AERAMAS' ABANDONED MANOR

Peasants living nearby this razed structure often complain about the overwhelming cheese stench wafting out of this residence...

Points of Interest

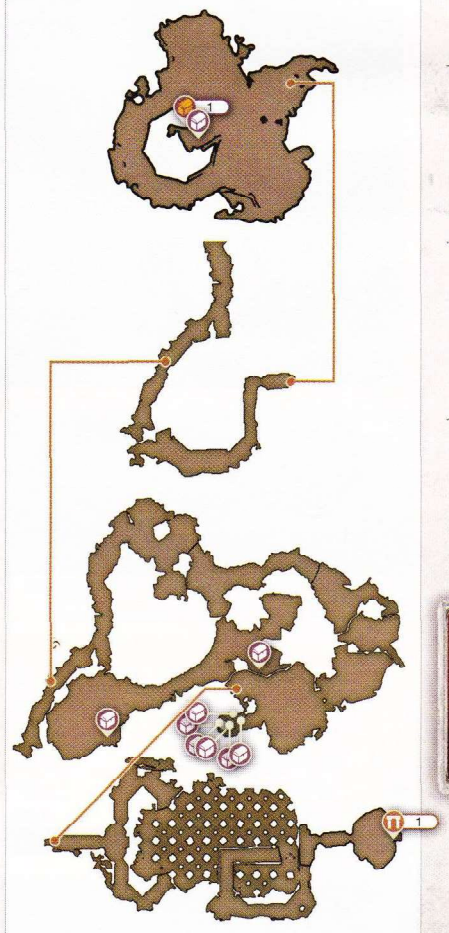
2	Deserter Leader, Deserters
4	Leshen

Chests

1	The Emmentaler Steel Sword
3	Enhanced Feline Armor

Dungeons

1	Aeramas' Lair



21 CROSSROADS

A small crossroads in the woods.

Quests

8	Spooked Mare	p. 239

Points of Interest

3	Deserters
4	Scoia'tael

OXENFURT

The university city of Oxenfurt is now in a state of lock-down and slight desperation as King Radovid's main forces now occupy the settlement. In fact, his own galleon is moored at the docks on the Pontar. Aside from the Redanian soldiers, merchants are still allowed to ply their (non-magical) trades.

OXENFURT

1 OXENFURT HARBOR

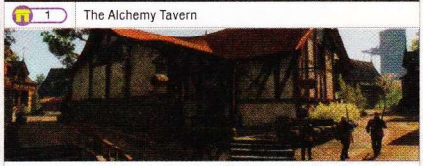
This picturesque port has featured as the subject of numerous odes and ballads, the setting for at least three lurid crime novels, and a favorite spot for romantic outings for generations of students. Currently, King Radovid's own galleon.

Quests

1	A Favor for Radovid	p. 110
1	Redania's Most Wanted	p. 131
2	The Price of Passage*	p. 241
3	Rough Neighborhood	p. 241
1	Contract: The Oxenfurt Drunk	p. 297
1	Gwent: Playing Innkeeps	p. 308

Points of Interest

1 The Alchemy Tavern



The main watering hole in the city of Oxenfurt, this offers fine wines and beers at reasonable rates, and the barkeep is known to be a formidable Gwent player.

Merchants and Repairs

1	Armorer: Journeyman	Available Money: Average

2 NOVIGRAD GATE

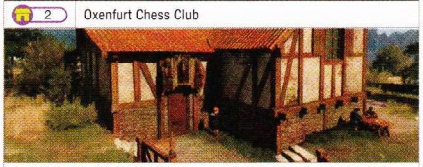
During Oxenfurt Academy's exam sessions, this gate would be closed, to spare the students from Novigrad's temptations.

Quests

4	The Most Truest of Basilisks*	p. 241

Points of Interest

2 Oxenfurt Chess Club



One of the academics' pastimes—a society for the advancement of game where paupers and kings are on equal footing. That is, until King Radovid took an interest. Reports of him executing those that bettered him in a game are unsubstantiated, though he does frequent this locale.

Chests

1	Feline Trousers (Enhanced)	p. 333

3 WESTERN GATE

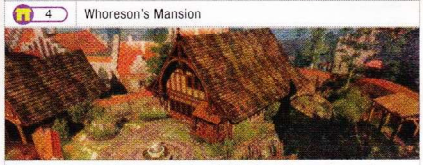
Before war broke out, several hundred people a day would pass through here. Now the Redanian blockade has slowed traffic to a mere trickle. Try to enter Oxenfurt without a transit pass, and expect an arrow in the back.

Points of Interest

3 Deireadh Prison

An infamous jail, said to be built atop an ancient elven catacombs, and now the main garrison for the Redanian soldiers in Oxenfurt. Radovid's rivals are said to be kept in squalid conditions below ground, including sorceresses he wishes to keep alive, rather than impale.

4 Whoreson's Mansion



Gifted to the most deviant of Novigrad's Big Four, this mansion and grounds are heavily guarded, and trafficked too; the local brothels are consistently sending in additional strumpets for Wily's insatiable appetites.

5 Oxenfurt University

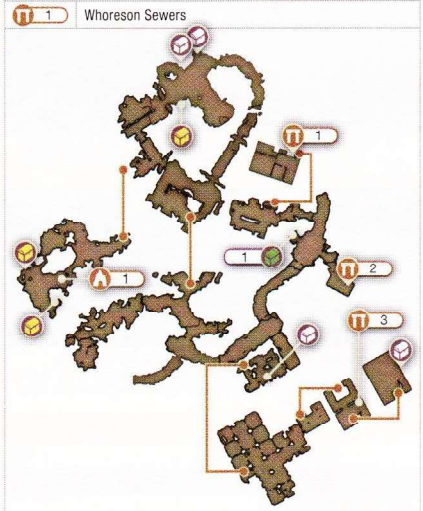
The seat of learning in this part of the world, now closed by Radovid.

Merchants and Repairs

1	Blacksmith: Journeyman	Available Money: Average

Dungeons

1	Oxenfurt Prison
1	Whoreson Sewers



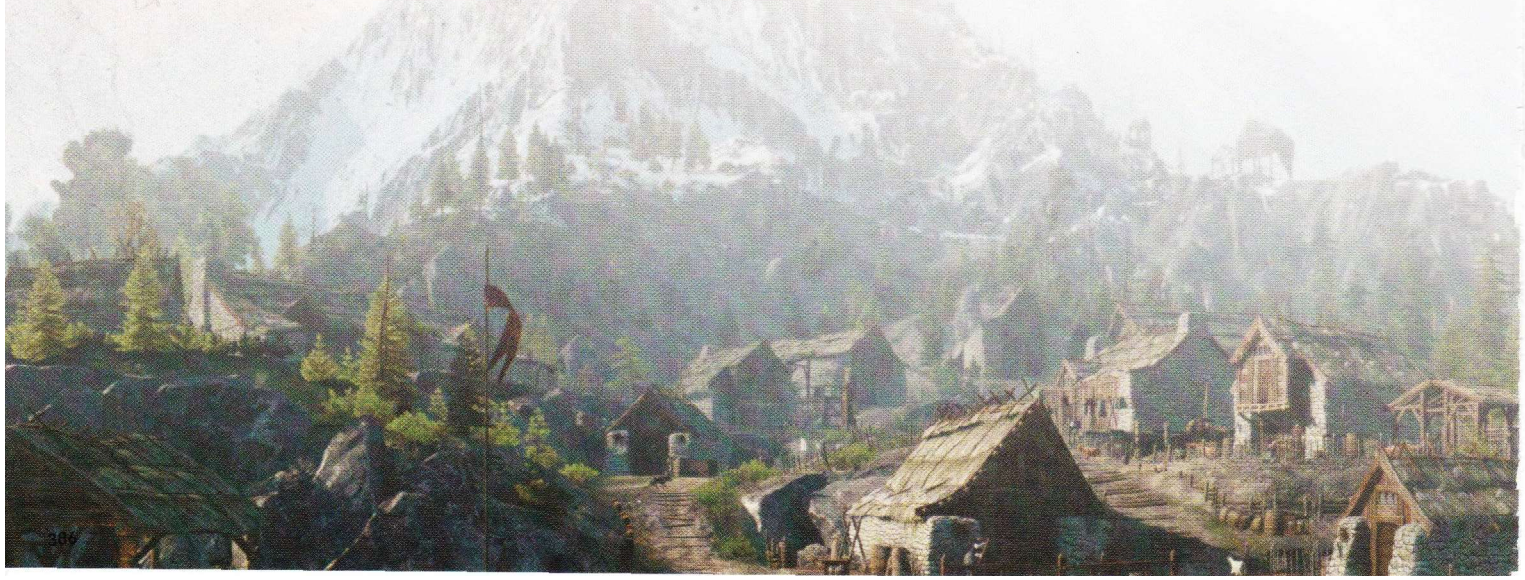
Skellige Isles

Far to the west of the Continent is the Skellige archipelago, a cluster of islands and smaller rock outcrops inhabited by a number of warlord clans. In the wake of the death of King Bran, the ruling clan are the An Craites, who inhabit the fortress of Kaer Trolde in northwest Ard Skellig. Their main rivals are the Drummonds, led by "Madman" Lugos, who dwells in the southern part of the main island.

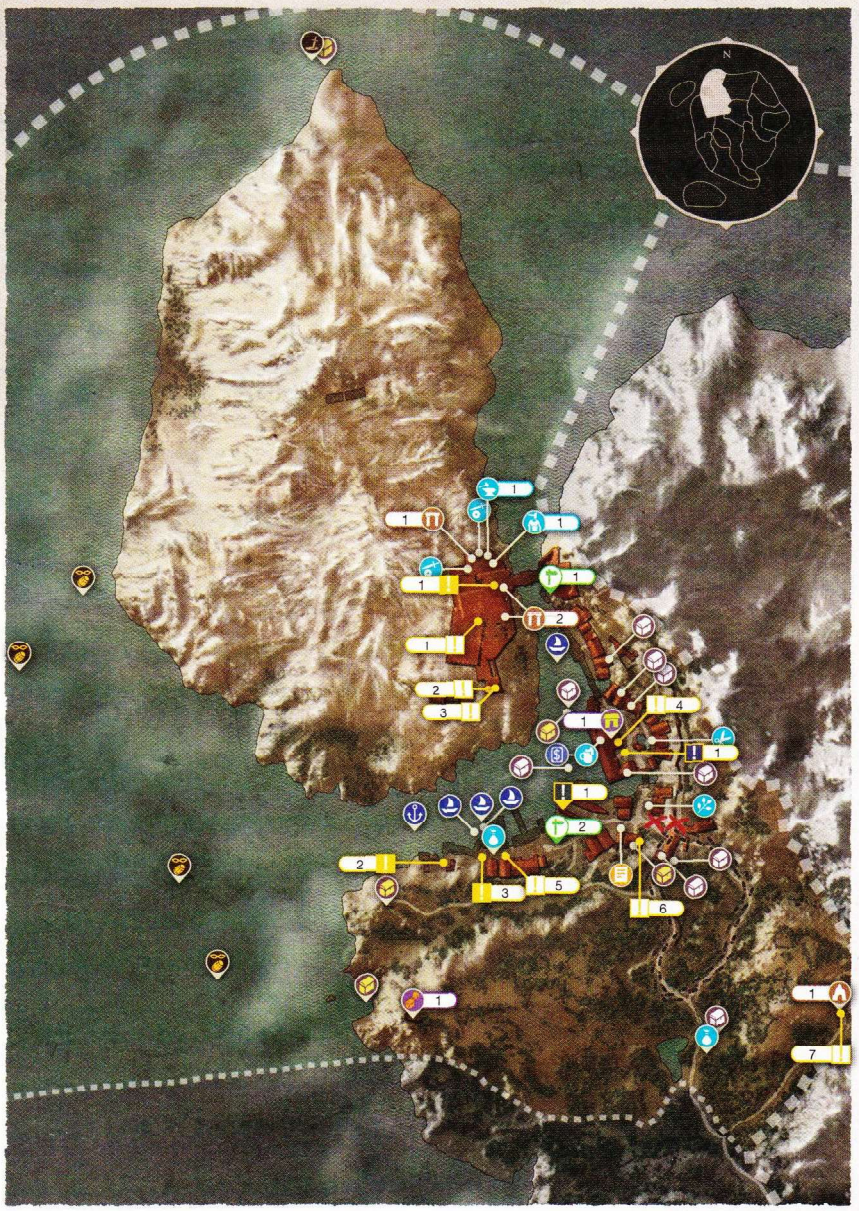
Surrounding Ard Skellig are smaller islands, each inhabited by other, outer clans. Clan Brokvar live on Spikeroog to the northeast. Clan Tuirseach stake claim to An Skellig to the northeast. Clan Heymaey make their home on Hindarsfjall to the west. The least civilized of the lot, Clan Dimun, have settled on the southeast island called Faroe. No one clan holds claim to Undvik, since a mighty ice giant has unleashed its wrath across this place.

Ard Skellig

The largest of the islands of Skellige, Ard Skellig holds the seat of power of all the clans; Jarls from across this realm visit Kaer Trolde to talk of trade, solve quarrels, and even speak of invasion. Currently, there is a simmering animosity between the An Craites of Kaer Trolde, and the Drummond clan of Kaer Muire to the south, and their less-than even-tempered leader, Jarl "Madman" Lugos.



KAER TROLDE – NORTH



2 KAER TROLDE HARBOR

One of the busiest ports in Skellige. Goods from every corner of the world are brought here to be sold and traded.

Quests

2	Battle Preparations	p. 189
3	The King is Dead - Long Live the King	p. 137
4	An Unpaid Debt	p. 257
5	Worthy of Trust	p. 258
6	The Family Blade	p. 244
7	Peace Disturbed	p. 251
1	Contract: Dragon	p. 300
1	Fists of Fury: Skellige	p. 317

Points of Interest

1 New Port Inn

Arguably the rowdiest drinking establishment in all of Skellige, this tavern is famed for its suckling pig, fist-fights (both sanctioned and otherwise), and reasonable room rates (though recently much of the establishment has been leased to the sorceress Yennefer of Vengerberg). Yennefer's bedchamber is accessed during an optional part of Main Quest: The King is Dead – Long Live the King.

1 Wraiths

Chests

1 Daystar Steel Sword

Dungeons

1	Tomb	Wraith

1 BRIDGE TO KAER TROLDE

This stone bridge was, according to legend, carved single-handedly by Grymmdjarr, the heroic founder of Clan an Craite.

Quests

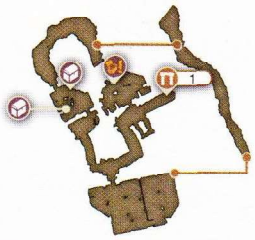
1	The Sunstone (Possible Start 1)	p. 190
1	King's Gambit	p. 153
2	The Lord of Undvik	p. 146
3	Possession	p. 150

Merchants and Repairs

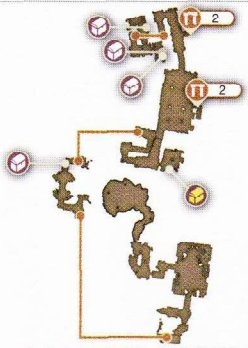
1	Armorer: Journeyman	Available Money: Rich
1	Blacksmith: Journeyman	Available Money: Rich

Dungeons

1 Kaer Trolde Secret Passageway



2 Kaer Trolde



KAER TROLDE – SOUTH

3 CROSSROADS

A fork in the road leading to Kaer Trolde.

Quests

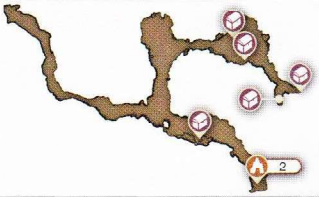
4	Destination: Skellige	p. 136

Points of Interest

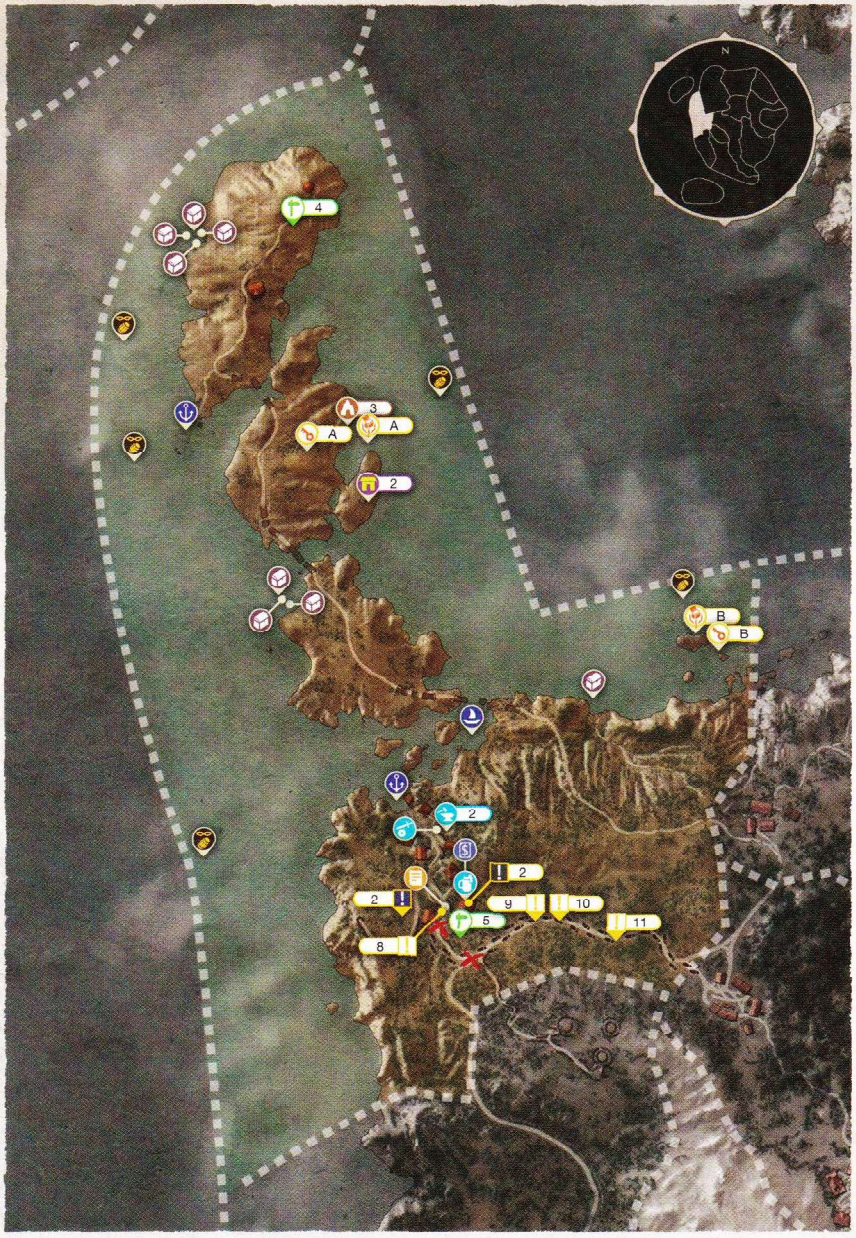
2	Wyvern
1	Drowner, Drowned Dead
2	Sirens, Ekhidna

Dungeons

2	Water Hag Cave	Drowners, Water Hag Abaya



SHATTERED REACH

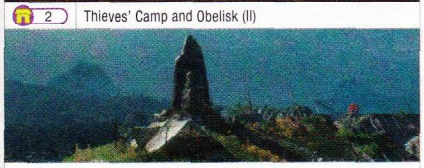


4 ELDBERG LIGHTHOUSE

A lighthouse built on orders of Jarl Skjordal in order to light the sea route to Arinbjorn.

Points of Interest

2	Thieves' Camp and Obelisk (II)



Along the rugged coast south of Eldberg Lighthouse is a thief encampment, where passing ships can be spotted and boarded.

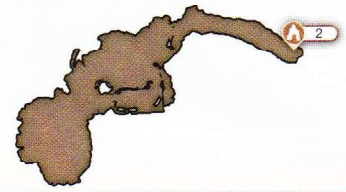
3	Pirates

Chests

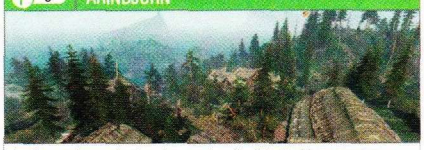
A	Unsent Letter, Glory of the North Steel Sword	Quest: Pearls of the Coast	p. 325

Dungeons

3	Pearl Divers Cave	Mucknixer



5 ARINBJORN



A village whose calm is only occasionally disturbed by someone slapping another senseless or one comrade breaking a bottle of mead over his mate's head.

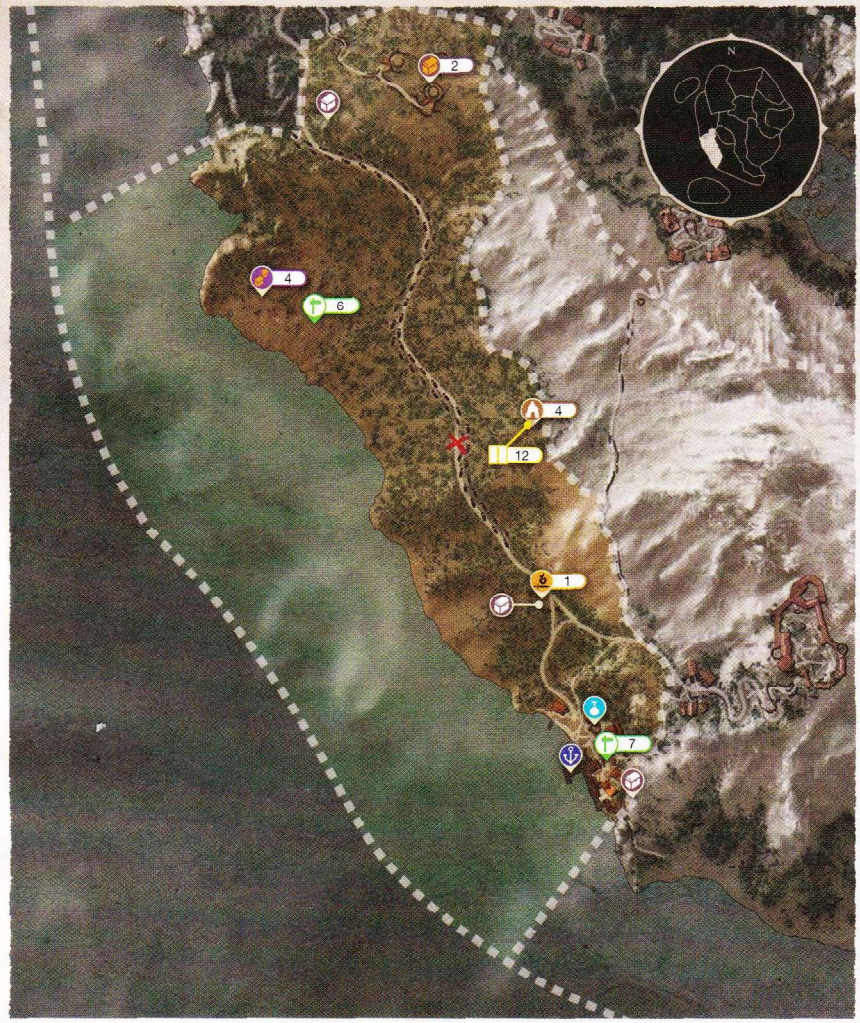
Quests

8	Stranger in a Strange Land	p. 255
9	Call of the Wild*	p. 243
10	Siren's Call*	p. 255
11	Never Trust Children (II)*	p. 250
2	Contract: The Phantom of Eldberg	p. 305
2	Fists of Fury: Skellige	p. 317

Merchants and Repairs

2	Blacksmith: Amateur	Available Money: Average

WILD SHORES



6 WILD SHORE

A wild and untamed part of the isle's coastline. A favorite spot for bandits and lovers.

Quests

12	Farting Trolls*	p. 245

Points of Interest

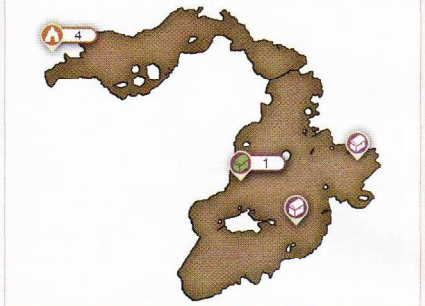
4	Cyclops

Chests

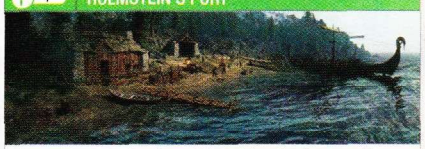
2	Daystar Steel Sword	
1	Ursine Boots (Enhanced)	p. 333

Dungeons

4	Angry Troll Cave	Cave Trolls



7 HOLMSTEIN'S PORT

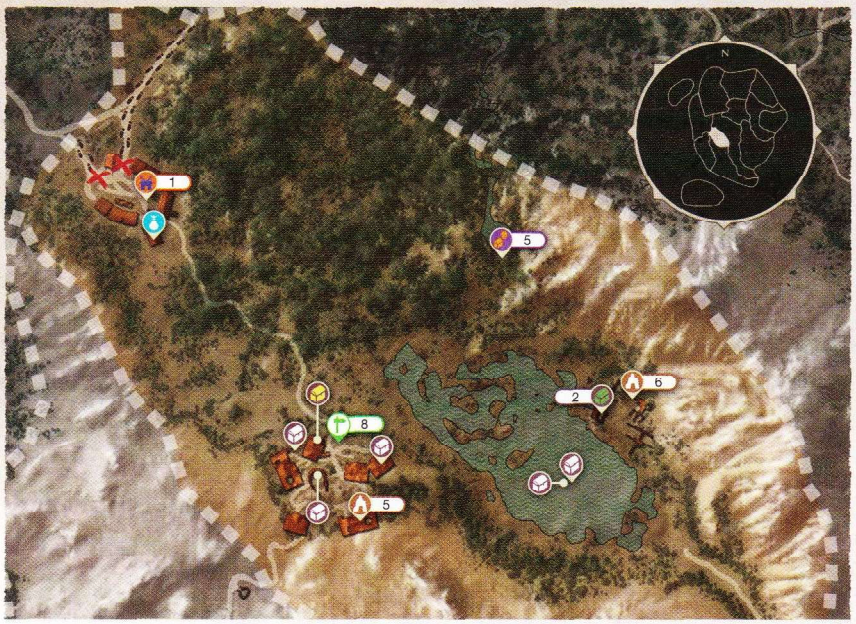


Piers and docks for the village of Holmstein—Clan Drummond's chief port.

Points of Interest

1	Bandits

FAYRLUND WOODS



8 FORNHALA

A mysterious and abandoned village, where the locals were said to worship the banished god Svalblod. The Vildkaarls are said to roam here.

Points of Interest

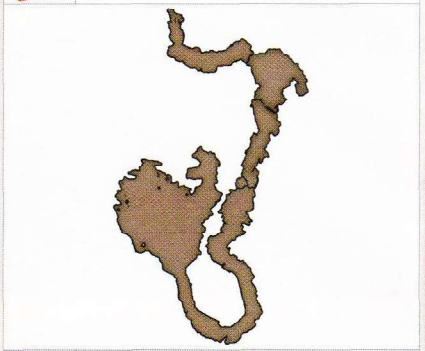
1	Bandits
5	Ekhidna

Chests

2	Griffin Silver Sword (Mastercrafted)	p. 333

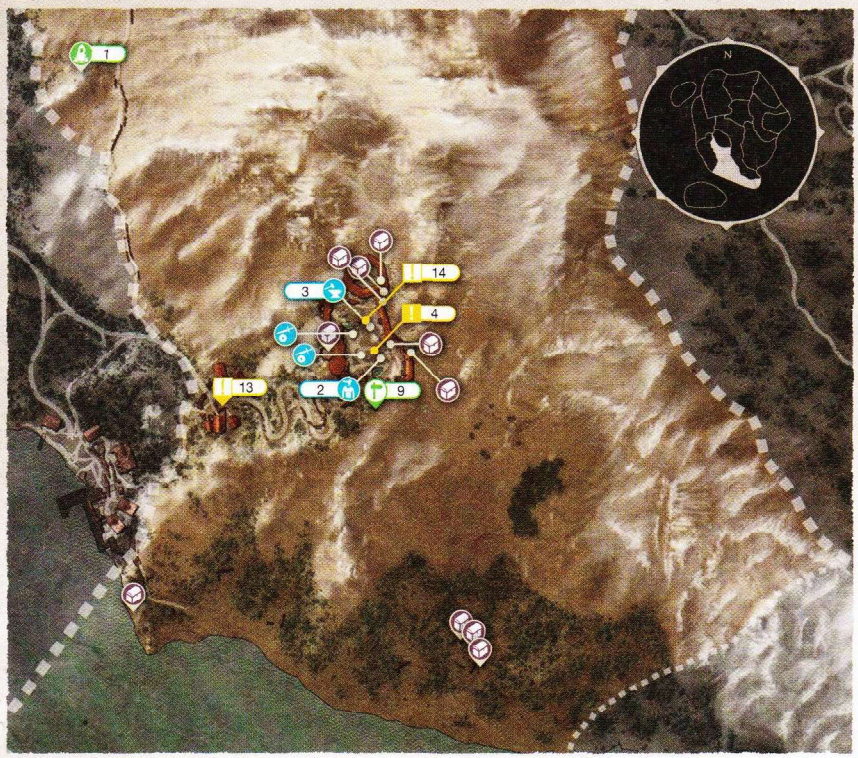
Dungeons

5	Bear Cave



6	Nekker Mine

SNOW GIANT'S ARM – NORTH



9 KAER MUIRE

This fortress has served as Clan Drummond's fortress for centuries. The days when it was new and in full repair are a distant memory now.

Quests

5	The Sunstone (Possible Start 2)	p. 190
13	A Hallowed Horn	p. 247
14	The Cave of Dreams (Possible Start 1)	p. 256

Points of Interest

1	Axii

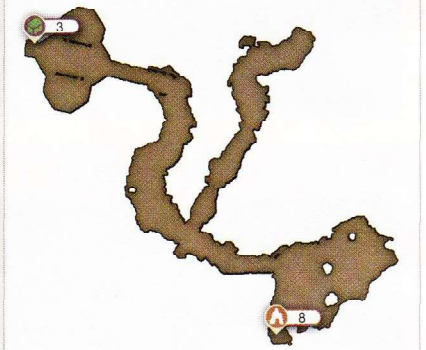
Merchants and Repairs

2	Armorer: Journeyman	Available Money: Rich
3	Blacksmith: Journeyman	Available Money: Rich

SNOW GIANT'S ARM – SOUTH

Dungeons

8	Peninsula Tomb



10 ELVERUM LIGHTHOUSE

The former keeper of this lighthouse was a confirmed eccentric. In addition to caring for the lighthouse, he also wrote poetry and wove carpets, was known to strip naked and run laps around the lighthouse *at noon while shouting "sound mind in a sound body"* and for breakfast would eat nothing but fish tails.

Quests

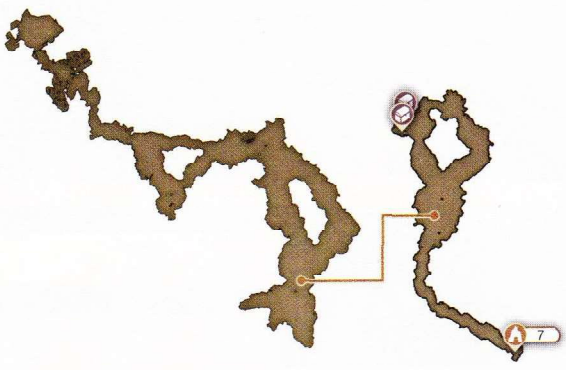
15	The Cave of Dreams (Alternate Quest Start)	p. 256

Chests

3	Griffin Silver Sword (Superior)	p. 332

Dungeons

7	Shore Cave	Nekker



OFRITHRDARL – NORTH

11 SUND

A small village whose inhabitants are shepherds.

Points of Interest

3	Pirate	Hostage: Blacksmith

12 FAYRLUND

This small village has gained great renown as home to the best hunters in Skellige.

Quests

16	In the Heart of The Woods	p. 248
3	The Heroes' Pursuits: Fayrlund	p. 321

Merchants and Repairs

1	Blacksmith: Amateur	Available Money: Poor

13 BOXHOLM

This was once a thriving village serving the nearby fortress of Kaer Nyssen. Today nothing remains of this past glory but a pile of stones, some debris and fading memories.

Quests

17	Brave Fools Die Young	p. 243

Points of Interest

3	Castle Ruins (near Rannvaig)

The remains of past battles has resulted in an old fortification and nearby settlement being razed to the ground. Now a fiend is said to have made its nest here.

4	Grymmdjarr Monument

Those that seek the old ways might pray to this large pile of stones, and the foolhardy might also attempt to light the beacon atop this unsteady structure.

Chests

4	Griffin Steel Sword (Mastercrafted)	p. 333
D	The key can be found in Morskogen Forest	p. 395
E	Old, Yellowed Letter — Quest: Inheritance	p. 325

Dungeons

9	Nekker Mine	p. 389

OFRITHRDARL – SOUTH

14 FYRESDAL

Those living here are tough on the outside, but soft and tender within. As the dragon that's supposedly been devouring the locals would tell you, if it could speak.

Quests

3	Contract: Dragon	p. 300

Points of Interest

5	Thieves' Camp and The Old Fort

Within an old fort, a band of thieves is said to reside, having ridden the area of harpies.

1	Harpy, Erynia
6	Ekhidna, Siren
7	Ekhidna, Siren

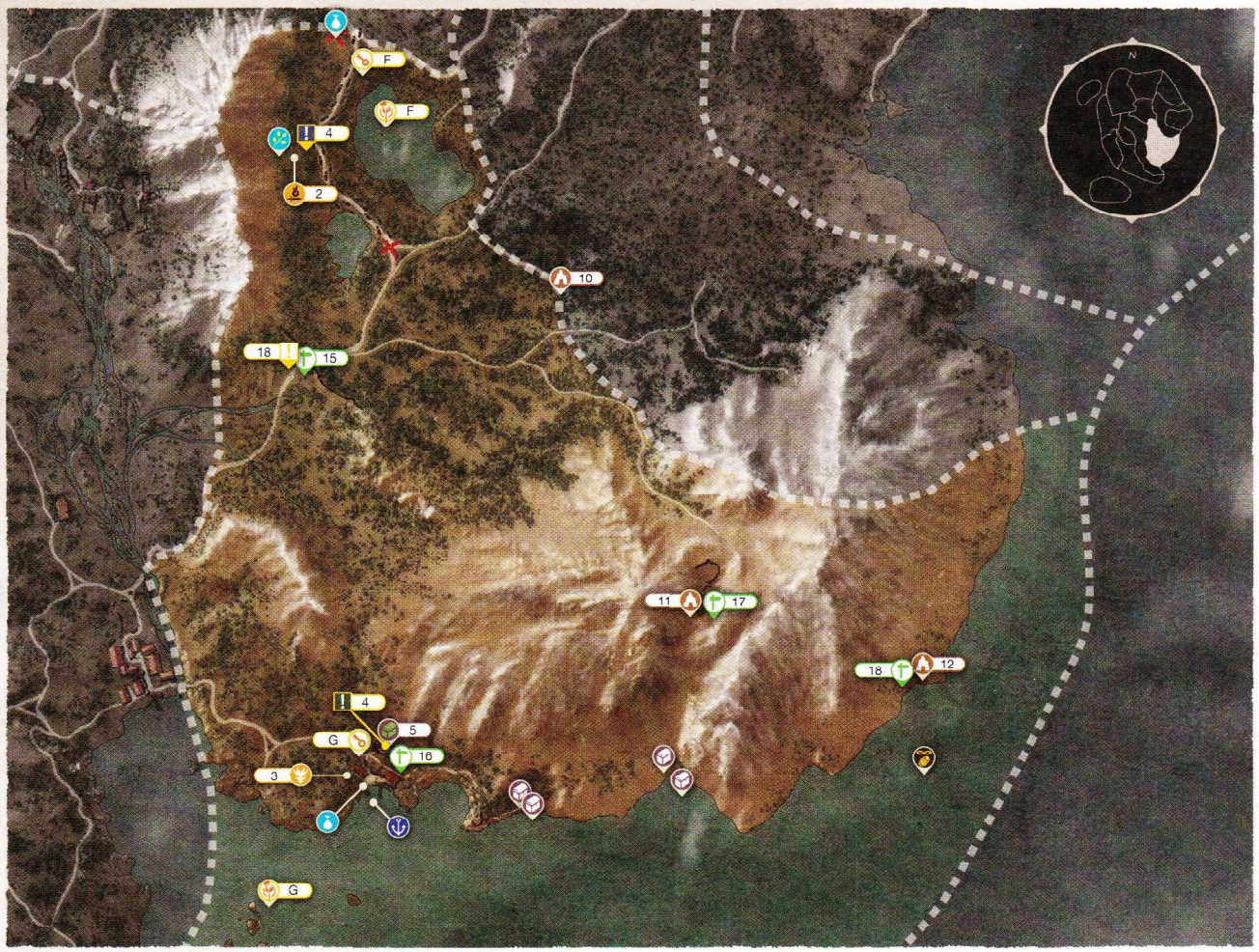
Merchants and Repairs

4	Blacksmith: Amateur	Available Money: Rich

Chests

3	Wild Hunt Warrior Axe

FYRESDAL



15 PALISADE

The remnants of the palisade that once marked the border between the territories of Clan Drummond and Clan an Craite.

Quests

18	Woe is Me*	p. 258
4	The Heroes' Pursuits: Fyresdal	p. 322

Points of Interest

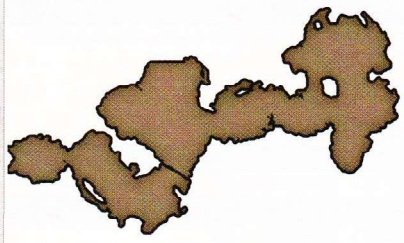
2	Hostage: Merchant, Stays Nearby

Chests

F	Itinerant Merchant's Notes	Quest: Freya Be Praised!	p. 325

Dungeons

10	Troubador's Cave



16 RUINED INN

A forlorn and burned-down tavern which once treated locals and travelers to the best roast lamb around. Now clues to fabled witcher gear may lie among the twisted and charred wreckage.

Quests

4	Scavenger Hunt: Bear School Gear	p. 331

Points of Interest

3	Sirens, Ekhidna

Chests

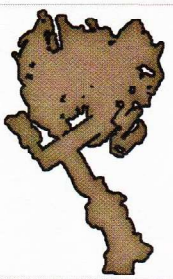
5	Ursine Steel Sword Diagram		p. 333
G	Letter	Quest: Family Fortune	p. 325

17 DISTILLERY

A shroud of secrecy envelops this place. All that is known is that it produces the finest hooch in all of Skellige.

Dungeons

11	Distillery



18 GROTTO

An isolated locale that can only be reached by boat. It is said the Grossbart bandit brothers have hidden their loot here.

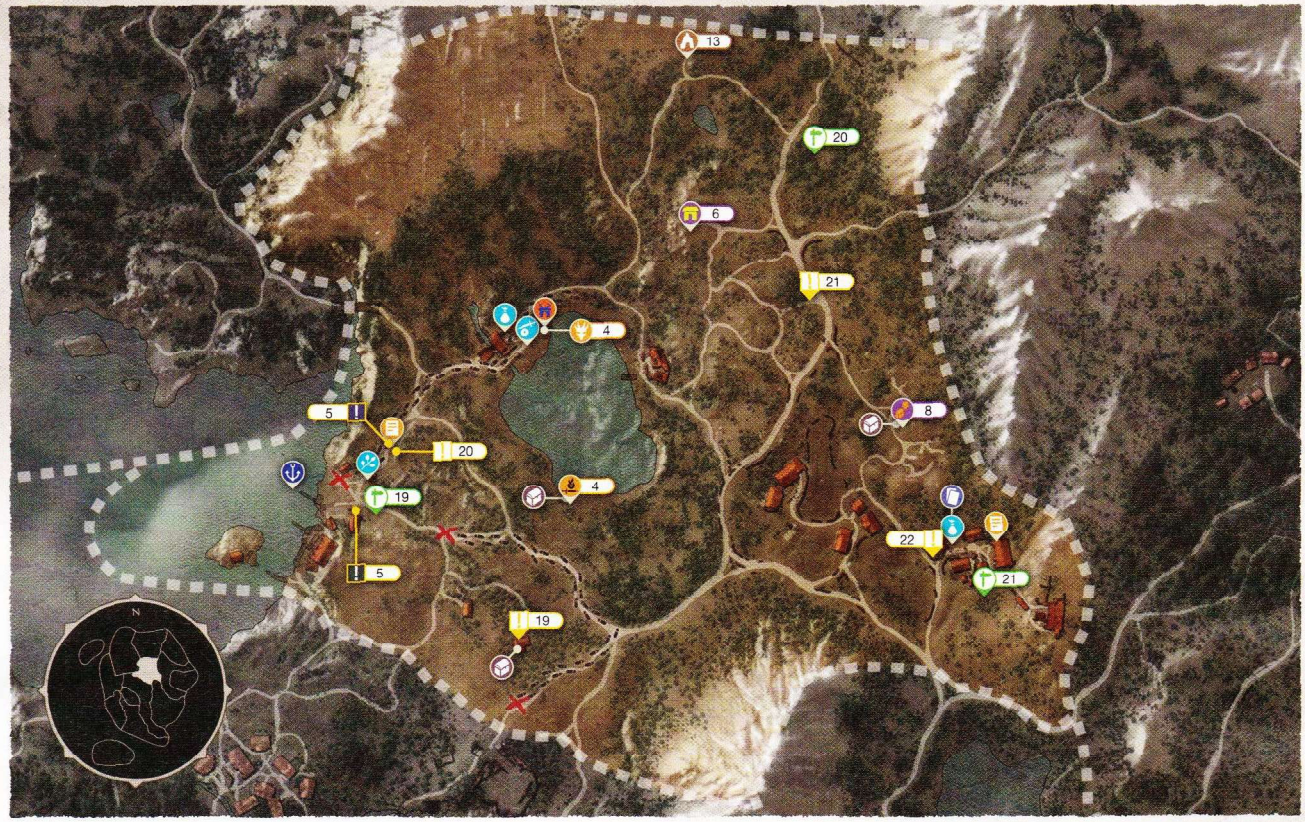
Chests

6	Ursine Armor (Enhanced)	p. 333

Dungeons

12	Bandit Cave

RANNVAIG



19 RANNVAIG

Fifteen years ago, one of the fishermen of Rannvaig bagged an enormous halibut, and from that moment on all the other villagers have devoted their lives to beating his record.

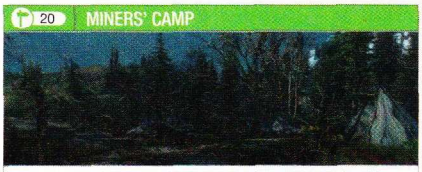
Quests

19	Armed Assault	p. 242
20	The Nithing	p. 250
5	Contract: Missing Son	p. 303
5	The Heroes' Pursuits: Kaer Trolde	p. 322

Points of Interest

4	Bandits
4	Drowner, Mucknixer

20 MINERS' CAMP



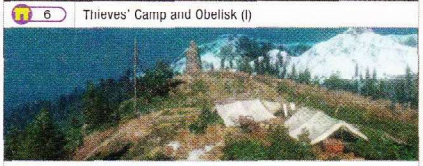
A small camp which local miners use as a base during their gold prospecting expeditions into the mountains to the north.

Quests

21	Hard Times	p. 247

Points of Interest

6	Thieves' Camp and Obelisk (I)

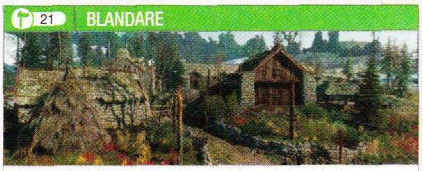


Overlooking the nearby lake, the excellent views allow bands of miscreants time to plot ambushes on the unready.

Dungeons

13	Troll Cave	Nekker Warriors

21 BLANDARE



Unusually for a Skellige village, Blandare is located inland, far from any shore, its inhabitants scratch out a living through mining and cattle-rearing.

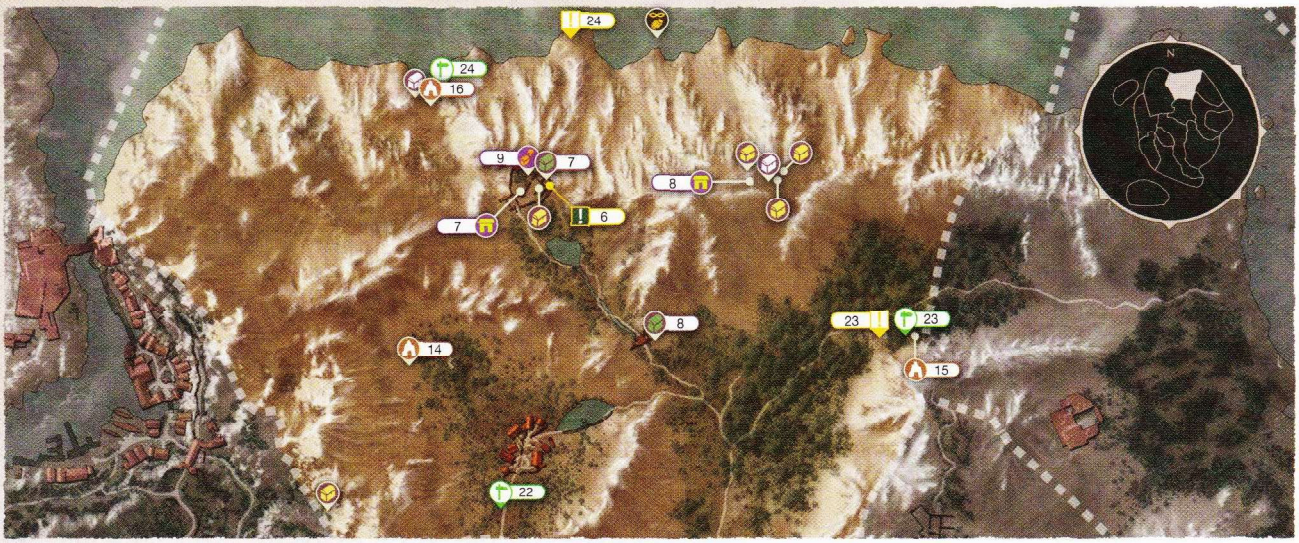
Quests

22	The Sad Tale of the Grossbart Brothers	p. 253

Points of Interest

8	Wraiths

NORDBERG



22 ROGNE

This mountain settlement is home to tough folk of indomitable spirit.

Dungeons

14	*Peninsula Tomb*

23 YUSTIANNA'S GROTTO

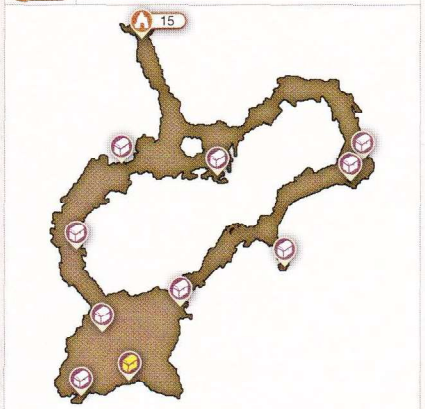
Yustianna was a pirate born of a Skelliger from Clan an Craite and a captive woman taken during a raid. In her time she was feared on the Continent from Ofir to Zanguebar. Known for her skill as a navigator and unmatched master of various weapons, she quickly became the terror of the Great Sea, and when she returned to Skellige, they say this cave is where she hid her loot.

Quests

23	Yustianna Disturbed*	p. 258

Dungeons

15	Yustianna's Grotto



24 ANCIENT CRYPT

Though Skelligers are famed for bravery bordering on madness, there are certain places which even they keep their distance from. This is one of them.

Quests

24	Crime and Punishment	p. 244
6	Scavenger Hunt: Bear School Gear	p. 331

Points of Interest

7	Fort Etnir

The remains of an ancient fortification, now spoke in hushed tones by nearby locals. Clues to witcher gear are said to have been left here.

8	The Ship of Amos var Ypsis

The renowned mage is said to have made a fatal mistake in his sea-born travels, and uncorked a bottle with a djinn in it. Perhaps this explains why his ship is supposedly "moored" high atop this mountain?

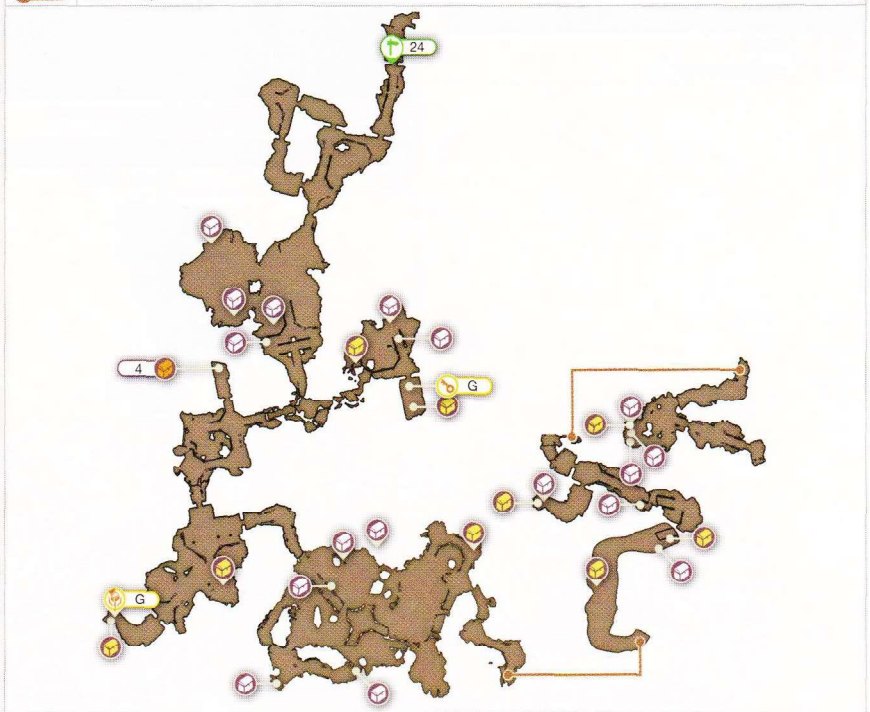
9	Gargoyle, Ice Elemental

Chests

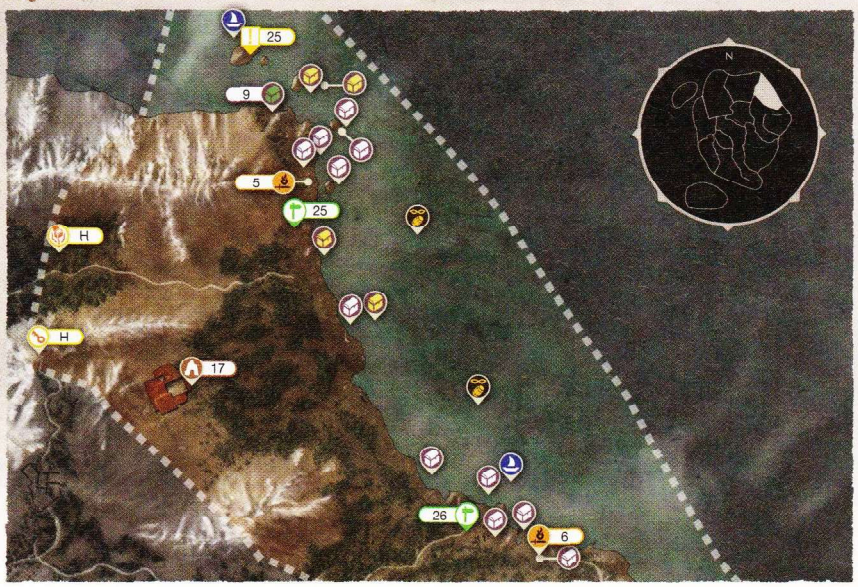
4	Naevde Seidhe Silver Sword	
7	Ursine Silver Sword Diagram	p. 333
8	*Ursine Gauntlets (Enhanced)*	p. 333

Dungeons

16	Ancient Crypt



WHALE GRAVEYARD



26 WHALE GRAVEYARD

This isle's inhabitants come here and gather bones which they use to build their huts.

Points of Interest

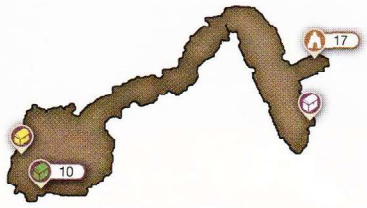
6	Bandits

Chests

10	Ursine Silver Sword (Enhanced)

Dungeons

17	Castle Cave	Ghouls, Alghoul



25 GIANT'S TOES

In truth simply a normal rock formation shaped by centuries of wind and water, islanders believe Uroboros punished giants who opposed his will be turning them into these stones.

Quests

25	Finders Keepers	p. 245

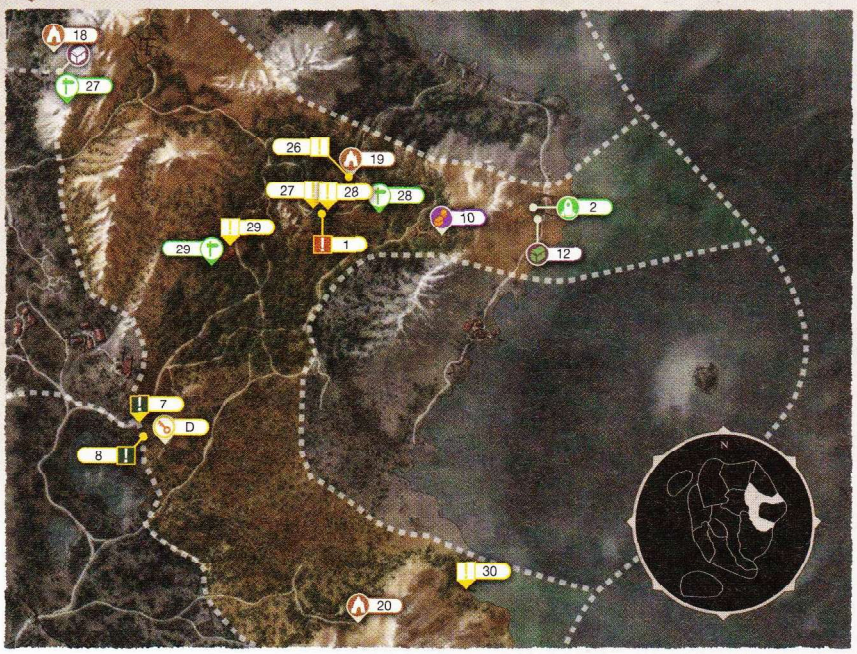
Points of Interest

5	Pirates

Chests

9	Treasure Hunt: Griffin Armor (Superior)	p. 333

MORSKOGEN FOREST



28 GEDYNEITH

An oak which is sacred to all Skelligers, as it is worshipped both by druids and Freya's disciples. The Isle's most important ceremonies are held here, including weddings and royal coronations.

Quests

26	Practicum in Advanced Alchemy	p. 251
27	Coronation	p. 157
28	Shock Therapy	p. 254
1	Gwent: Skellige Style	p. 310

Points of Interest

2	Aard: Inside the Cyclops Cave.
10	Earth Elemental

Chests

12	Mastercrafted Griffin Armor	p. 333

Dungeons

19	Druid Den

29 ABANDONED SAWMILL

Though located deep in the forest, an ideal place for lumber harvesting, the sawmill now lies abandoned and unused.

Quests

29	Abandoned Sawmill	p. 242
30	Taken as a Lass	p. 257
7	Treasure Hunt: Hidden Treasure*	p. 324
8	Treasure Hunt: X Marks the Spot	p. 326

Dungeons

20	Succubus Cave

27 KAER GELEN

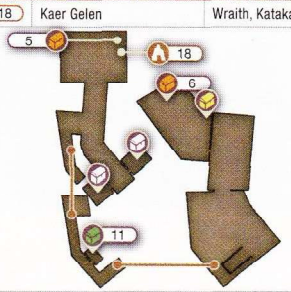
This old fort's ruins attract the sort whom one would not want to run into in a dark alley.

Chests

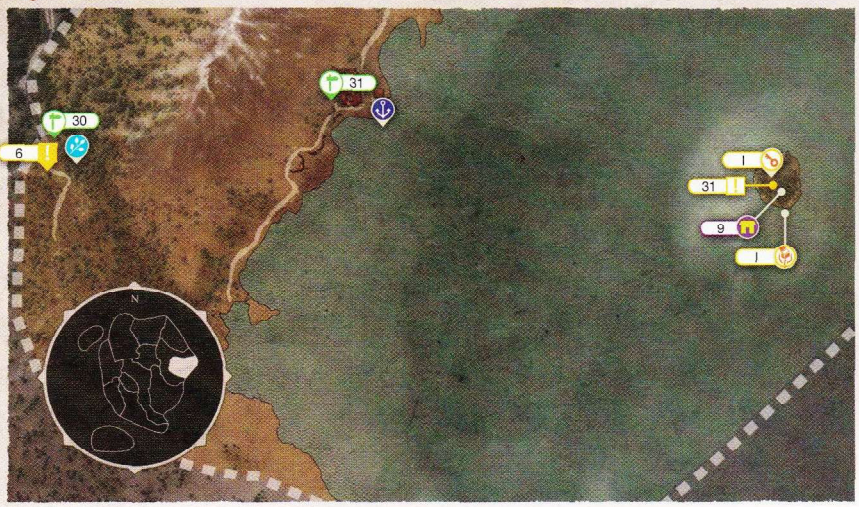
5	Assassin's Gauntlets	Wraiths
6	Assassin's Trousers	Katakan
11	Feline Steel Sword (Mastercrafted)	p. 333

Dungeons

18	Kaer Gelen	Wraith, Katakan



CATACLYSM SITE



30 DRUIDS' CAMP

A camp pitched by druids investigating the magic cataclysm which devastated the nearby woods.

Quests

6	Echoes of the Past	p. 140

31 REDGILL

This village's inhabitants fled in panic when a mysterious magic cataclysm struck the surrounding area.

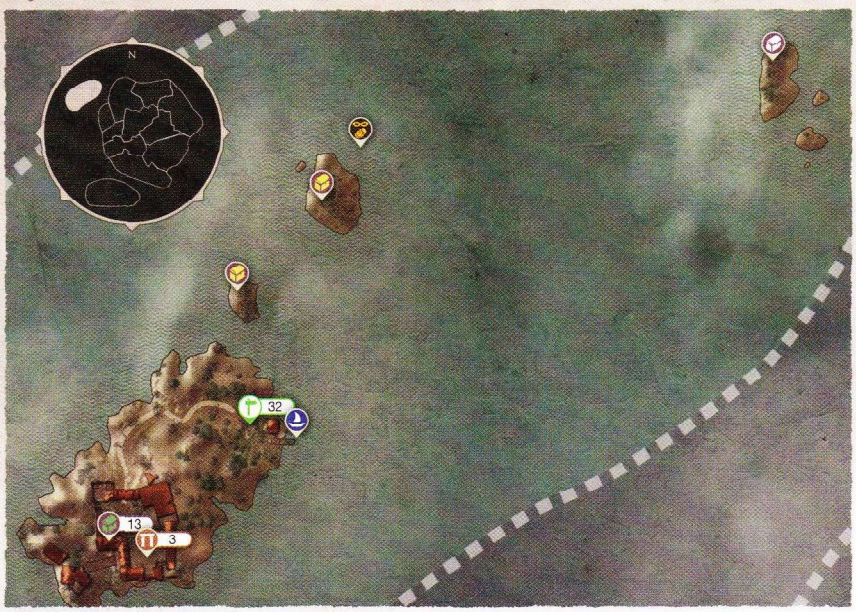
Points of Interest

9	Hemdall's Finger

Quests

31	From a Land Far, Far Away	p. 246

PRISON ISLAND



32 KAER ALMHULT

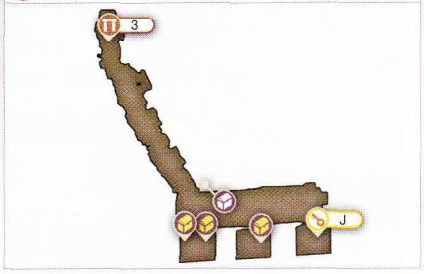
Built centuries ago to serve as the home keep for the kings of Skellige. In practice, however, each ruler preferred to keep to his clan's seat, and Kaer Almhult was left unused. Eventually the decision was made to turn it into a prison, and today the fortress is a crumbling ruin.

Chests

13	Ursine Steel Sword (Enhanced)	p. 333

Dungeons

3	Kaer Almhult Prison



SOUTH ISLANDS

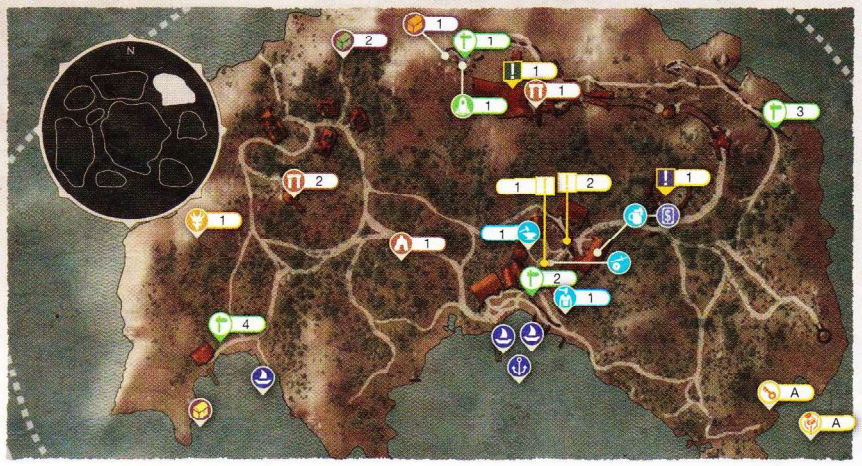
SOUTH ISLANDS

A small disparate group of tiny and uninhabited islands rarely visited by man or beast, making them excellent for hiding ill-gotten gains and other treasure. Loot here while watching for dangers.

AN SKELLIG

A small island with a single windswept village of note, the islanders of An Skellig are nevertheless very proud of their rock. Not least because of the Trials open to any man or woman ready to scale the dizzying heights of Yngvar's Fang and plunge into the depths of the Wet Belly Cave below. Currently, the islanders are also experiencing something more than a little bizarre—a tower appearing from nowhere, bringing with it some inclement weather and strange occurrences.

AN SKELLIG



1 YNGVAR'S FANG

This mountain peak was named after the mythical bear which, according to legend, was defeated by Tyr, the heroic founder of Clan Tuirseach.

Quests

1	Scavenger Hunt: Bear School Gear	p. 331

Points of Interest

1	Fort Tuirseach

Dug into Yngvar's Fang itself, this highly defensible fortress was a seat of power for centuries. Now only wraith-like specters remain, guarding the treasure (including witcher gear) this castle still hides.

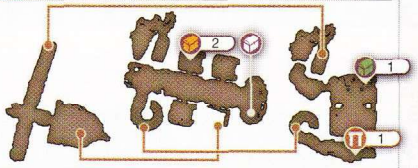
1	Quen

Chests

1	Ash Runestone Steel Sword	
2	Daystar Steel Sword	Wraith
1	Ursine Armor Diagrams	Wraith

Dungeons

1	Tuirseach Castle



2 URIALLA HARBOR

On account of their mastery of the craft and painstaking attention to detail, the shipwrights working in this harbor are considered the best in the isles.

Quests

1	The Tower Outta Nowheres	p. 265
2	The Path of Warriors	p. 264
1	Fists of Fury: Skellige	p. 317

Merchants and Repairs

1	Armorsmith: Amateur	Available Money: Average
1	Blacksmith: Amateur	Available Money: Average

3 TRAIL TO YNGVAR'S FANG

This is the start of the mountain trail leading to Yngvar's Fang, the price and glory of An Skellig.

Chests

A	Cargo List	Quest: Nilfgaardian Treasure	p. 325

4 BAY OF WINDS

Three generations ago this bay was a popular meeting spot for the local youth. Then one night a terrible storm broke out and the sea pounded into the beach, swallowing up several merry-makers and dragging them out to a watery grave.

Points of Interest

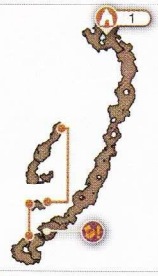
1	Harpy

Chests

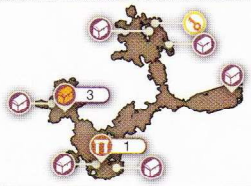
3	Aerondight Silver Sword	
2	Griffin Steel Sword - Superior	Bandits

Dungeons

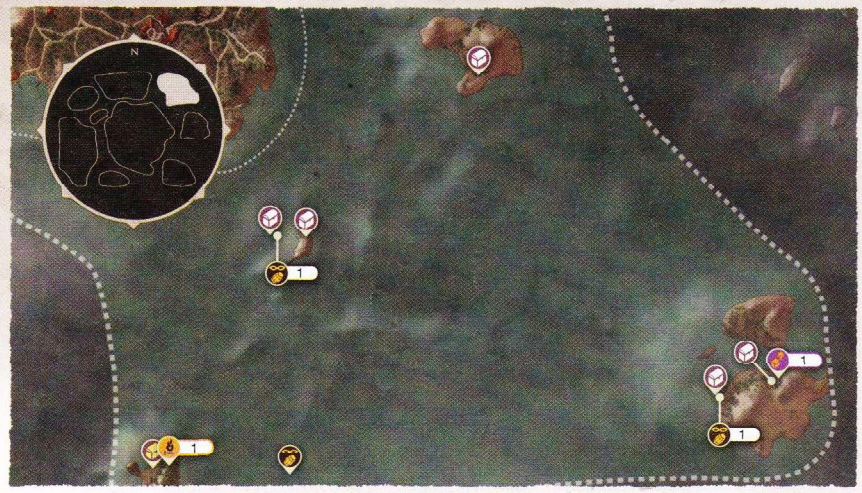
1	Wet Belly Cave



2	Impossible Tower



AN SKELLIG – SOUTHEAST ISLANDS



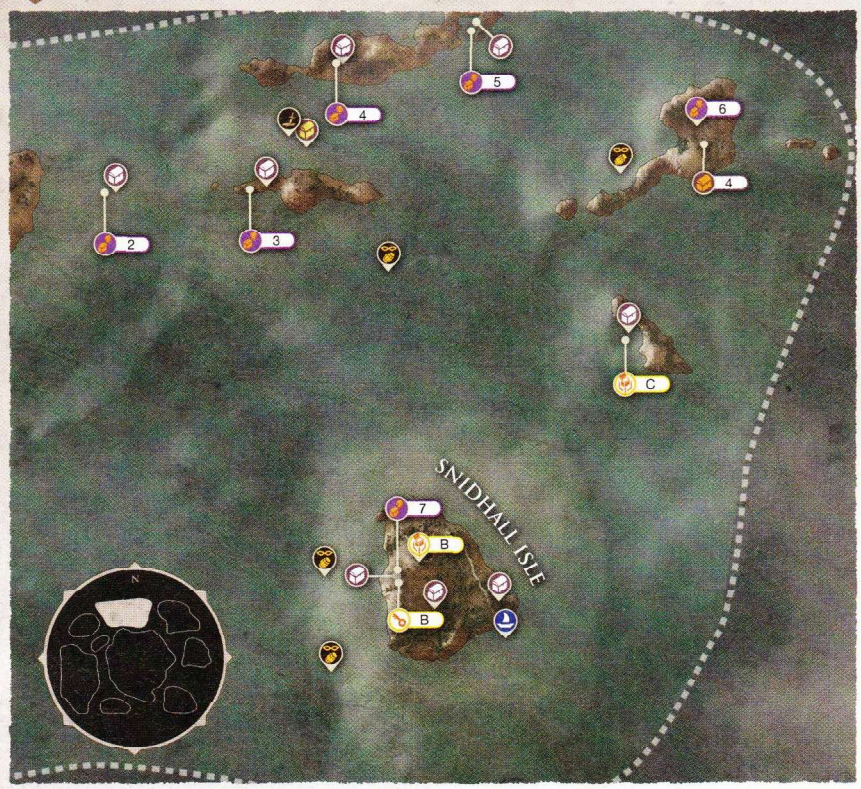
AN SKELLIG – SOUTHEAST ISLANDS

Volcanic activity was rife in the past, and the results in part are these tiny protrusions from the ocean floor. As with many other uninhabited parts of this realm, buried treasure can be found for those with enough patience and guile.

Points of Interest

1	Wraith
2	Siren
1	Bandit Campfire
1	Bear

SNIDHALL – EAST



SNIDHALL ISLES – EAST AND WEST

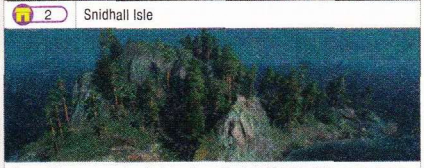
These form a scattering of volcanic islands stretching between Spikeroog to the west, and An Skellig to the east. Aside from the compliment of buried loot usually hauled here and forgotten about over the centuries, these islands strictly belong to An Skellig, though any islander is free to visit these spits of sand with impunity.

Quests

3	Free Spirit	p. 262

Points of Interest

2	Snidhall Isle



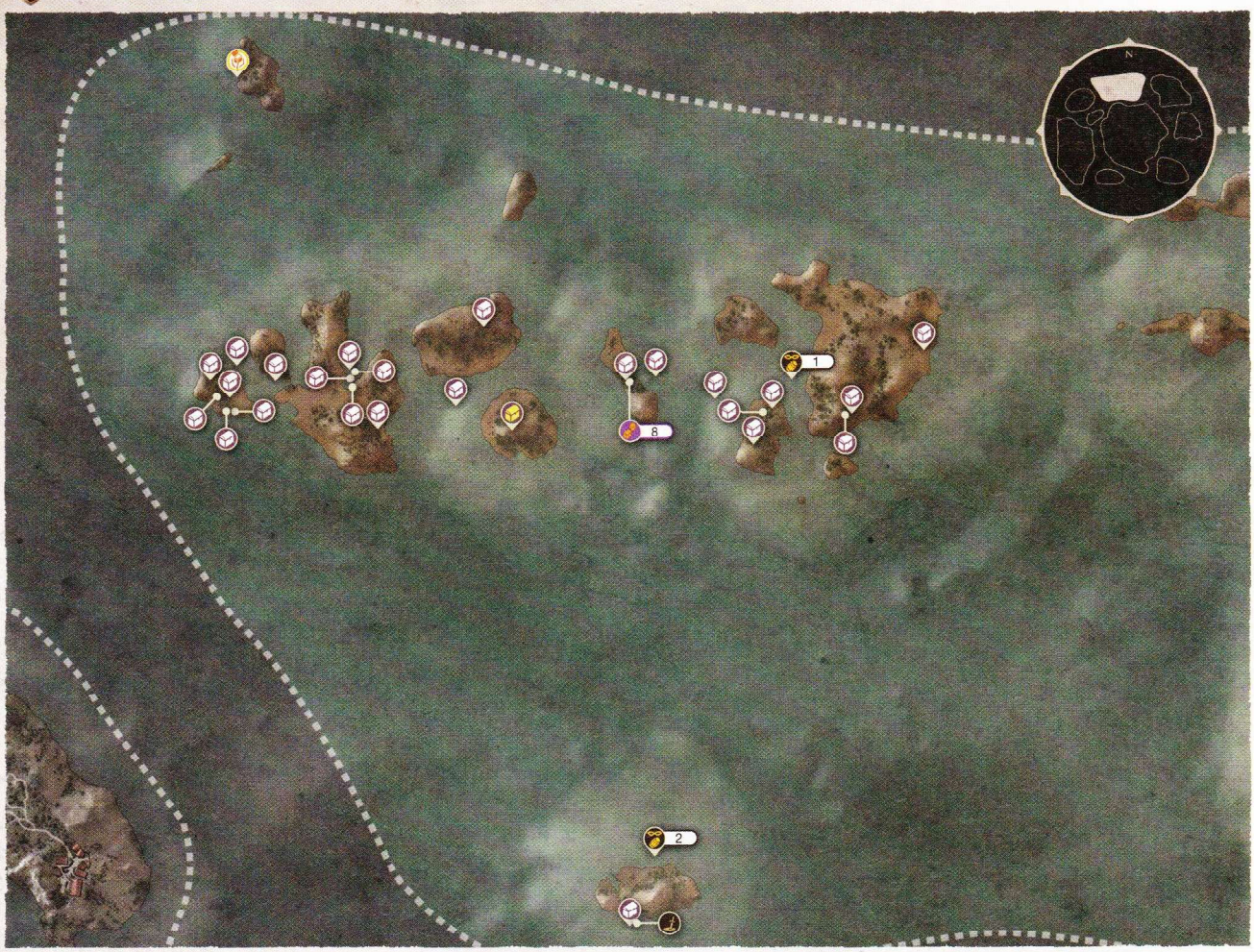
One of the many volcanic islands west of An Skellig, this one is home to a strange hermit with a penchant for learning.

1	Siren
2	Siren
2	Drowners
3	*Drowners*
4	Drowners
5	Siren
6	Basilisk
7	*Archgriffin*
8	Drowners

Chests

4	Daystar Steel Sword		
B	A Frustrated Warrior's Notes	Quest: Unlucky's Treasure	p. 325

SNIDHALL – WEST



Faroe

Though small and featuring but two settlements, the island of Faroe shares claim to being the least hospitable of all, thanks to the active slave trade in the village of Trottheim to the west. Fierce warriors inhabit this landscape, including the finest swordswoman of Skellige. Don't forget to visit the shrines to Hemdall, too.

FAROE

1 HARVIKEN

Home seat of Clan Dimun, and the location where Holger Blackhand divvies out the loot after every successful raid.

Quests

1	The Price of Honor	p. 269
2	Iron Maiden	p. 268
1	Fists of Fury: Skellige	p. 317

Points of Interest

1	Yrden
1	Drowner
2	Cyclops
3	Rabid Rock Troll

Merchants and Repairs

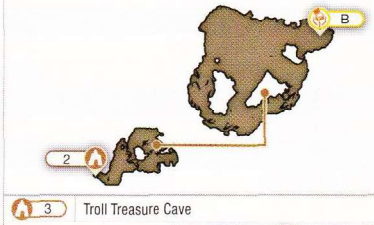
1	Armorer: Amateur	Available Money: Average

Chests

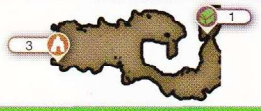
1	Gynvael Aedd Silver Sword	Sirens
1	Feline Silver Sword—Mastercrafted	Rabid Rock Troll
1	Related to Secondary Quest: Iron Maiden	
A	Notes About Treasure	Quest: Ironsides' Treasure p. 325
B	Crumpled, Stained Letter	Quest: Hidden in the Depths p. 325

Dungeons

1	Rabid Rock Troll's Cave	
2	Hermit's Cave	Endrega Drone, Venomous Arachas



3	Troll Treasure Cave



2 TROTTHEIM

This village was once famed across all of Skellige for the fact that is was inhabited exclusively by women, all their men having died during one raid or another.

Quests

3	The Four Faces of Hemdall*	p. 268
4	Flesh for Sale	p. 267

Points of Interest

1	Shrine to Hemdall

One of four large monuments to the god Hemdall, this is a favorite pilgrimage spot for druids. A second, more war-like monument exists to the west of this point, towards the edge of Faroe.

2	Shrine to Hemdall (Hammond's Camp)

A man-mountain named Hammond prays here; face him during Secondary Quest: Following the Thread.

Chests

2	Carabella steel sword	Pirates, Dagr
2	Mastercrafted Feline Armor	Wraiths

Dungeons

4	Wraith Treasure Cave	Nightwraith, Wraiths

HINDARSFJALL

The overgrown and tumbledown Freya's Garden, where priestesses still seek an audience with the goddess, as these tumultuous times drive the islanders back into the arms of myth and legend, dominates this area. To the north is the strangely-shaped Ingdalen Isle, which appears to have suffered a strange (and possibly magical) explosion, cutting a perfect circle out of the shoreline.

HINDARSFJALL – NORTH

1 FREYA'S GARDEN

Garden dedicated to the goddess Freya. Once beautiful and filled with thousands of fragrant blooms and herbs, today it lies abandoned and untended.

Quests

1	Nameless	p. 141
1	In Wolf's Clothing	p. 259

Points of Interest

1	Available after copmleting *quest In Wolf's Clothing.*	Werewolf

Chests

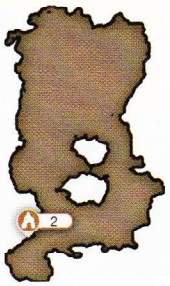
1	Diagram: Longclaw	
A	For Quest: In Wolf's Clothing	p. 259

Dungeons

1	Herbarium Cave	

Dungeons

2	Werewolf Lair	Morkvarg

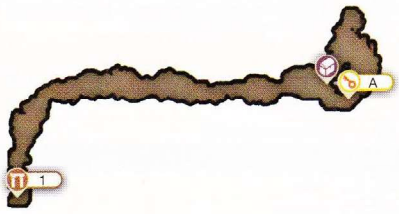


Dungeons

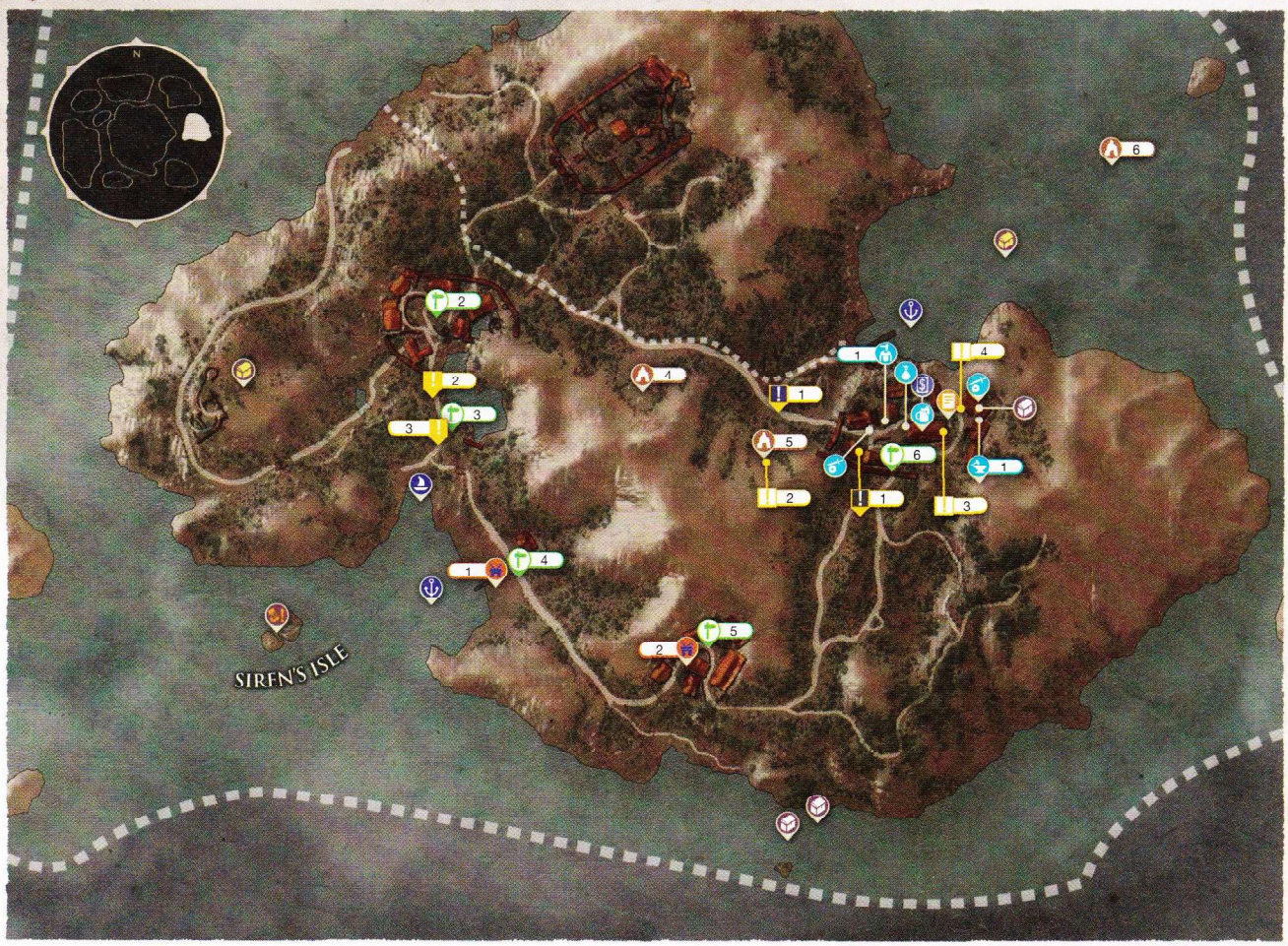
3	Nekker Cave	Nekker, Hagubman

Dungeons

1	Freya Temple Underwater	



HINDARSFJALL – SOUTH



The south of this island has three villages of note, with Lofoten offering a hot springs that the locals enjoy after a hard day ship-building, fishing, or eking out their otherwise meager existence. The Jarl himself can be found in his longhouse, in the village of Larvik.

2 LOFOTEN

Once a rich and vibrant village, today Lofoten is a ravaged and crumbling ruin.

3 LOFOTEN CEMETERY

The inhabitants of Lofoten often visit this small cemetery to care for the graves of their loved ones and ask Freya for blessings in the afterlife.

Quests

2	Missing Persons	p. 141
3	The Calm Before the Storm	p. 143

4 ISOLATED HUT

They say this was once home to an herbalist who came to the isles from the Continent. Unable to find a place in any of the nearby villages, she settled in this seaside hut, where she received the occasional visitor in need of magic creams or bandages.

Points of Interest

1	White Wolves

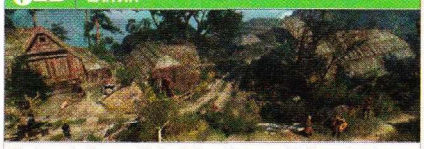
5 LURTHEN

Lurthen's most famous inhabitant was a certain Peter Pijus, known for the fact that he was able to drink an entire barrel of mead in one go and remain standing.

Points of Interest

2	Harpies

6 LARVIK



The largest village on Hindarsfjall and home seat to Donar, head of Clan an Hindar. Its inhabitants are just and god-fearing folk, traditionalists strident in their devotion to Freya.

Quests

2	For Fame and Glory	p. 259
3	The Last Wish	p. 144
4	The Mysterious Passenger	p. 144
1	Contract: Waylaid Transport	p. 306
1	The Heroes' Pursuits: For the Goddess' Glory!	p. 323

Merchants and Repairs

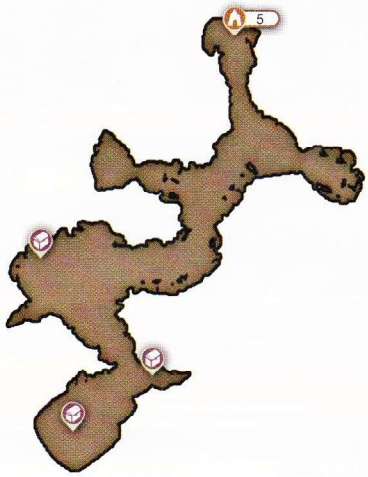
1	Armorer: Amateur	Available Money: Average
1	Blacksmith: Amateur	Available Money: Average

Dungeons

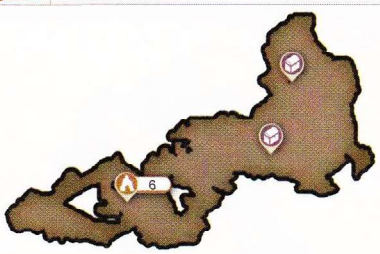
4	Barrow

Dungeons

5	Necrophage Cave	Ghouls, Rotfiend, Alghoul



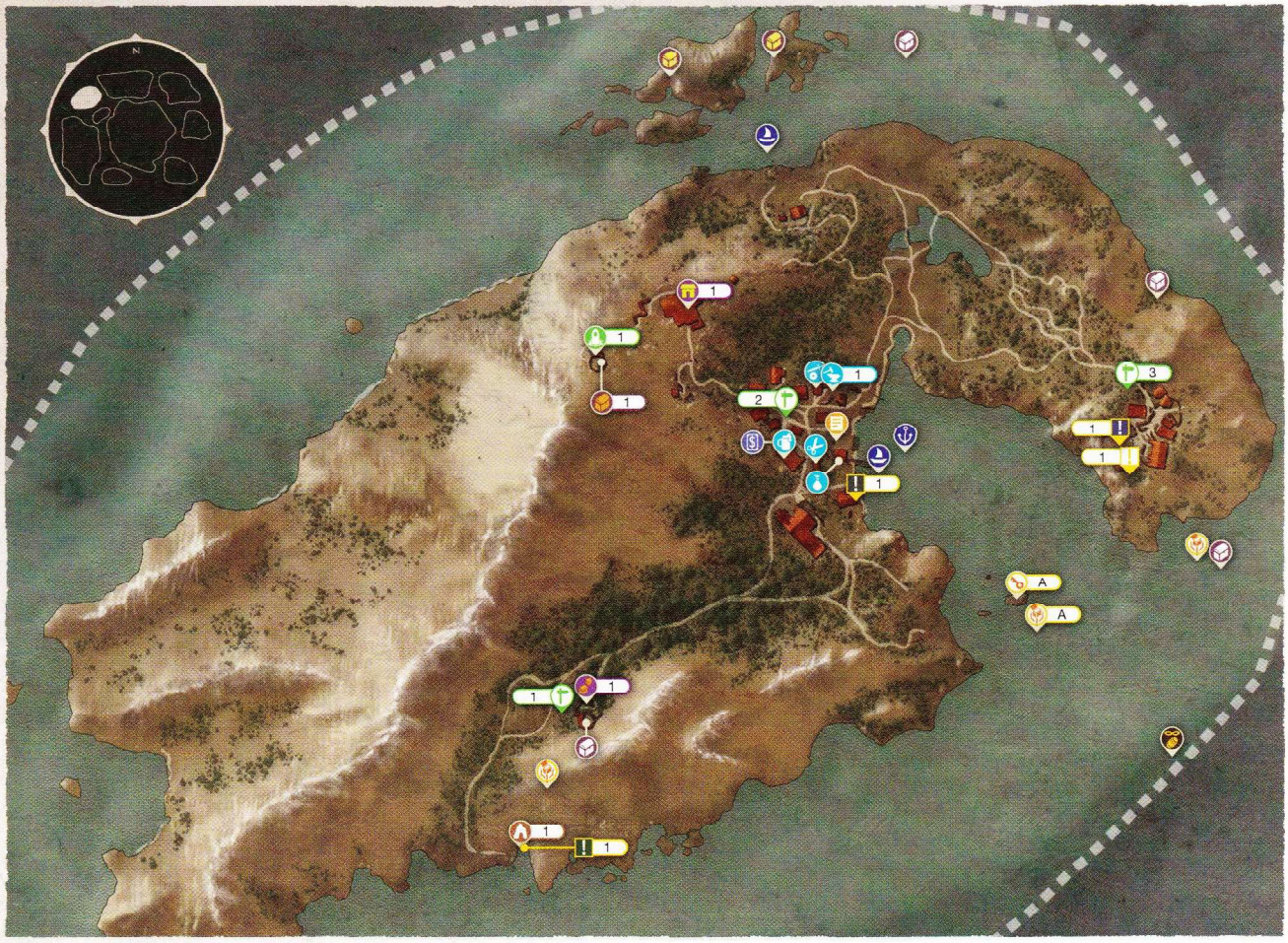
6	Underwater Cave



SPIKEROOG

Lying to the northwest on a map of Skellige, Spikeroog is a reasonably remote place, though the locals are mostly cheerful. The same cannot be said of the jarl, who has taken to staying within his longhouse in the village of Svorlag; who is plagued with self-doubt and other troublesome conniptions. Be sure to visit the village of Hov, it has an arena to die for.

SPIKEROOG



1 OLD WATCHTOWER

The ruins of an old watchtower in which, according to legend, a crazed Koviri princess once locked herself up, convinced only a man able to free her from this tower would be fit to be her husband. No one even tried, however, the princess died of old age and the tower fell into disrepair with the passage of time.

Quests

1	Scavenger Hunt: Bear School Gear	p. 331

Points of Interest

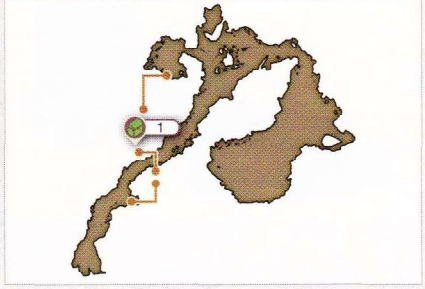
1	Bandit

Chests

1	Ursine Crossbow	Drowners, Ekhidna

Dungeons

1	The Womb



2 SVORLAG

This village was founded by the mythical Sove, who killed a terrifying and bloodthirsty chimera on this spot.

Quests

1	Contract: Here Comes the Groom	p. 301

Points of Interest

1	Udalryk Ancestral Home

An abandoned ruin atop the snow-covered mountains above Svorlag, this was once home to Jarl Udalryk's family. It is now a crumbling shell of wood and old memories.

1	Ignii

Merchants and Repairs

1	Blacksmith: Amateur	Available Money: Rich

Chests

1	Diagram Longclaw

3 HOV

A village known throughout all of Skellige for the infamous arena which once hosted fierce fights between the mightiest warriors in the Isles.

Quests

1	Master of the Arena	p. 261
1	Fists of Fury: Skellige	p. 317

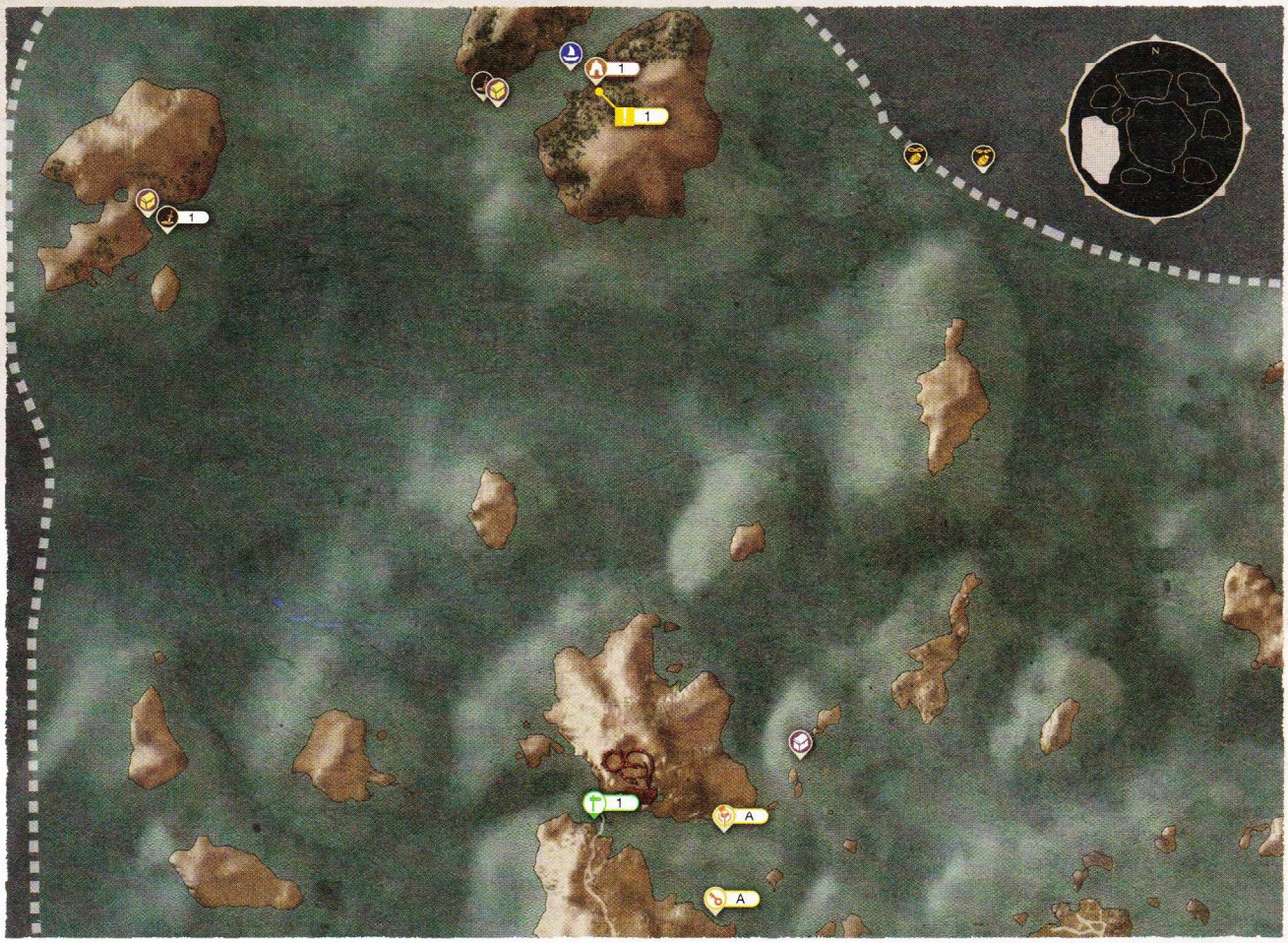
Chests

A	Note	Quest: Not Only Eagles Dare — p. 325

Undvik

The second-largest island of Skellige, Undvik is now the least habitable thanks to the arrival and wrath of a terrible Ice Giant. The clan Tordarroch is now decimated, and most survivors from the Tordarroch clan live on Ard Skellig under the protection of Crach an Craite. Those who stayed behind are most likely dead.

UNDVIK – NORTH



The scattering of islands north of the main land-mass of Undvik is dominated by the elven tower of Tor Gvalch'ca. Of special note is the island where Avallac'h the elf has his secret laboratory; an area that cannot be accessed until the time is right.

1 TOR GVALCH'CA

An ancient tower which was erected in the days when elves were the unchallenged masters of these lands.

Quests

1	Child of the Elder Blood	p. 193

Points of Interest

1	Siren

Chests

A	Traveler's Notes	Quest: Precious Haul	p. 325

Dungeons

1	Avallach's Cave

UNDVIK – CENTER

It seems strange that the islanders have fled this place, as the windswept tundra isn't more inhospitable than other territories of Skellige. Why would the ice trolls and sirens run rampant across these hills? The answer is simple, an ice giant stalks these parts.

2 ABANDONED VILLAGE

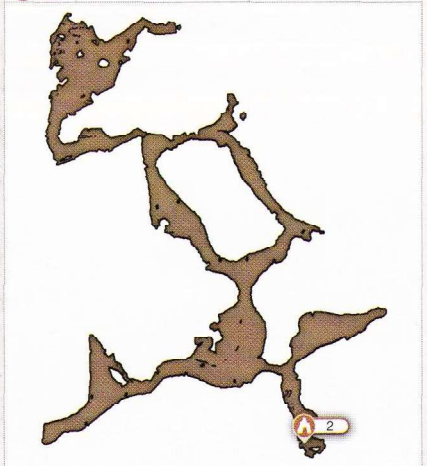
This village's residents were forced to abandon it in a hurry when the Ice Giant unexpectedly awoke and decided to make known his wrath.

Points of Interest

1	Ekhidna, Siren

Dungeons

2	Ice Troll Tunnels	Ice Trolls



3 URSKAR

The villagers here were famous for their love of pickled herring. They ate it for breakfast, dinner, and supper, and even made jams and compotes out of it.

Points of Interest

1	Hjalmar's Camp

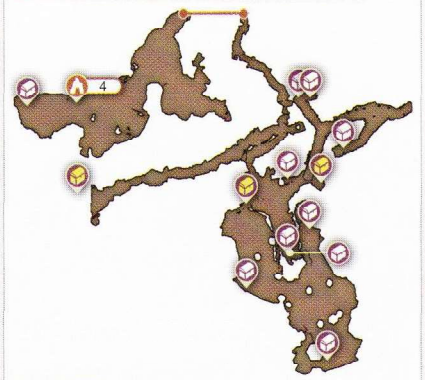
The last known whereabouts of the hot-headed son of Crach an Craite.

Chests

C	Torn Piece of Paper	Quest: Shortcut	p. 325

Dungeons

3	Path Cave	Wraiths
4	Harpy Cave	*Erynia, Devourer*



4 MARLIN COAST

Until quite recently, this beach was frequented by fishermen come to fish marlins out of the nearby waters. Now the coast is a ragged collection of ruined vessels, and the entrance to the ice giant's domain.

Quests

1	Tedd Doireadh: The Final Age	p. 197
2	On Thin Ice	p. 194
3	Veni Vidi Vigo	p. 191

Points of Interest

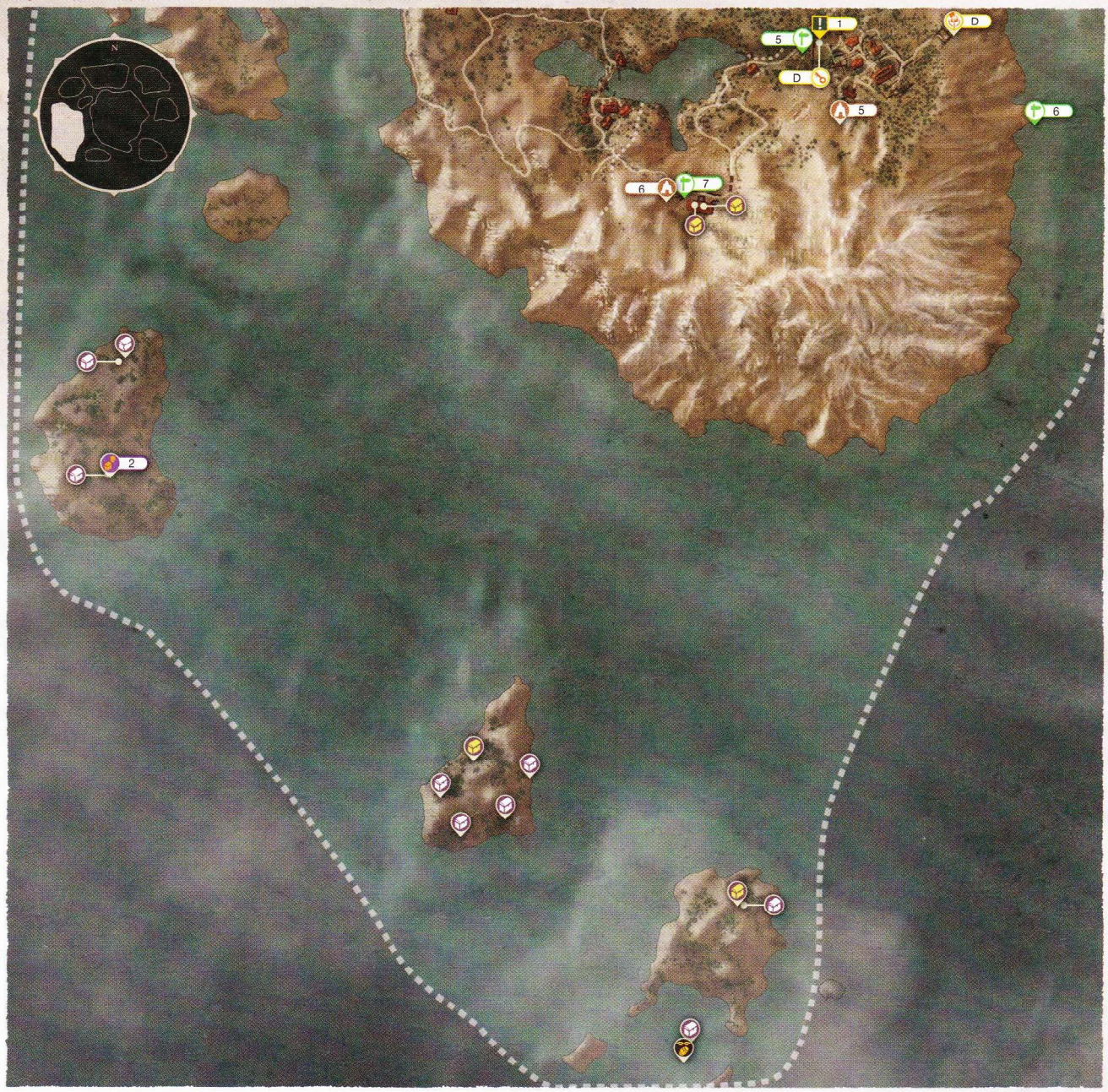
2	Ice Giant's Ship

A monumental vessel is being constructed by the gnarled hands of a madman, enslaved along with his vassals, by the ice giant himself.

Chests

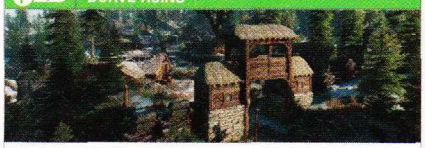
1	Enhanced Ursine Trousers

UNDVIK – SOUTH



The more mountainous areas of Undvik can vex even the most able hiker, as it seems far better to stay on the paths as one navigates the dangers present here. Those with a strong pair of swimming arms or a sturdy boat would also do well to visit the three islands south of here, for plunder and adventures await!

5 DORVE RUINS



The decimated settlement destroyed by the ice giant, this was one the seat of power for the Clan Tordarroch.

Quests

1	Treasure Hunt: Ruins, Hidden Treasure, You Know…	p. 326

Chests

1	Deithwen Silver Sword	
D	For Quest: X Marks the Spot	p. 326

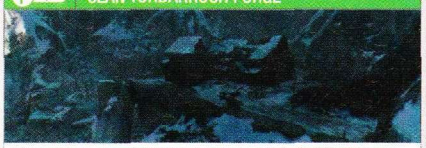
Dungeons

5	Ice Giant's Cave	

6 GULL POINT

Sea fowl come from miles around to congregate on this scrap of barren land, mate, and lay eggs.

7 CLAN TORDARROCH FORGE



A famous forge where the best tools and weapons in all of Skellige were once made. When the ice giant took over the isle, he turned it into his larder.

Points of Interest

2	Cyclops

Chests

1	Deithwen Silver Sword

Dungeons

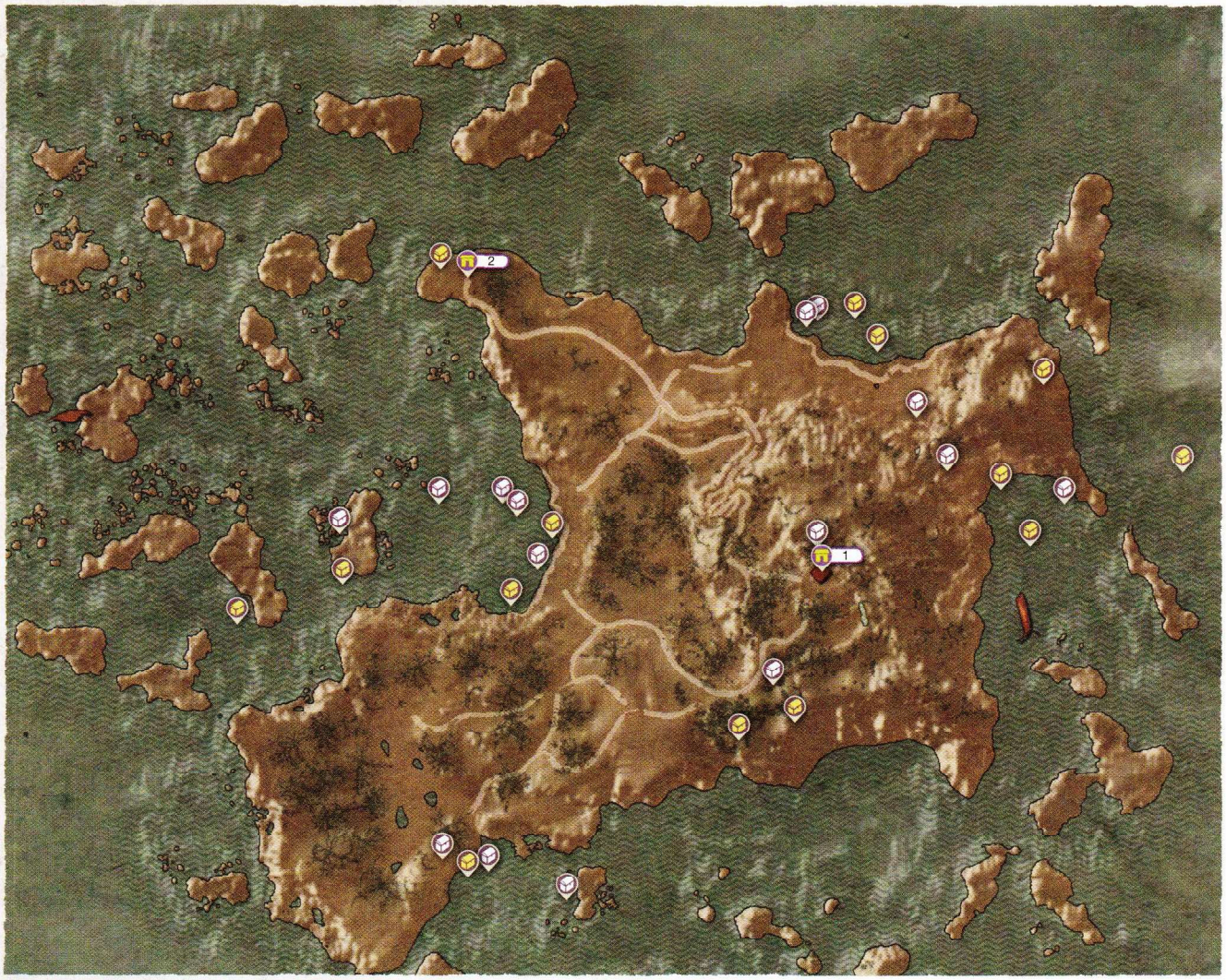
6	Village Cave	Rock Troll

Other Worlds

This section of the Atlas explores strange and otherworldly areas that you may only visit once, usually as part of the main quest. The following locations are shown, as they have some additional chests and other areas of interest.

Isle of Mists

An island lost to almost every seafarer. Perpetually shrouded in foggy gloom, this location is visited only once, during Main Quest: The Isle of Mists (page 167). It features a variety of treacherous rocks to navigate through in order to reach the main island, and equally frightening monsters such as sirens, bilge hags, harpies, and fiends, once you get there.

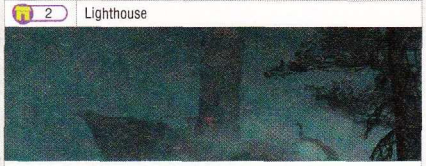


Points of Interest

1 *Strange Cottage*

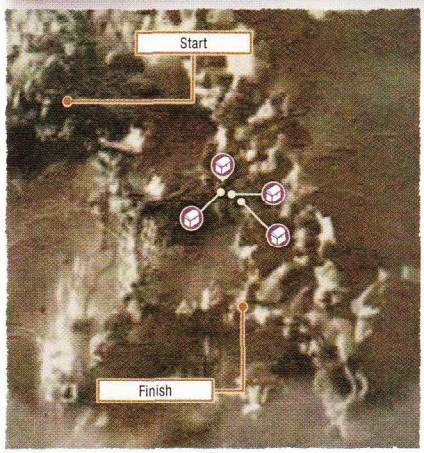
The center of the island features an abandoned cottage, now home to a quartet of dwarves who have lost their way. They refuse to allow you into this abode until you find their friends.

2 Lighthouse



A sleepy dwarf can be found snoozing atop this ineffectual landmark.

Dark Valley



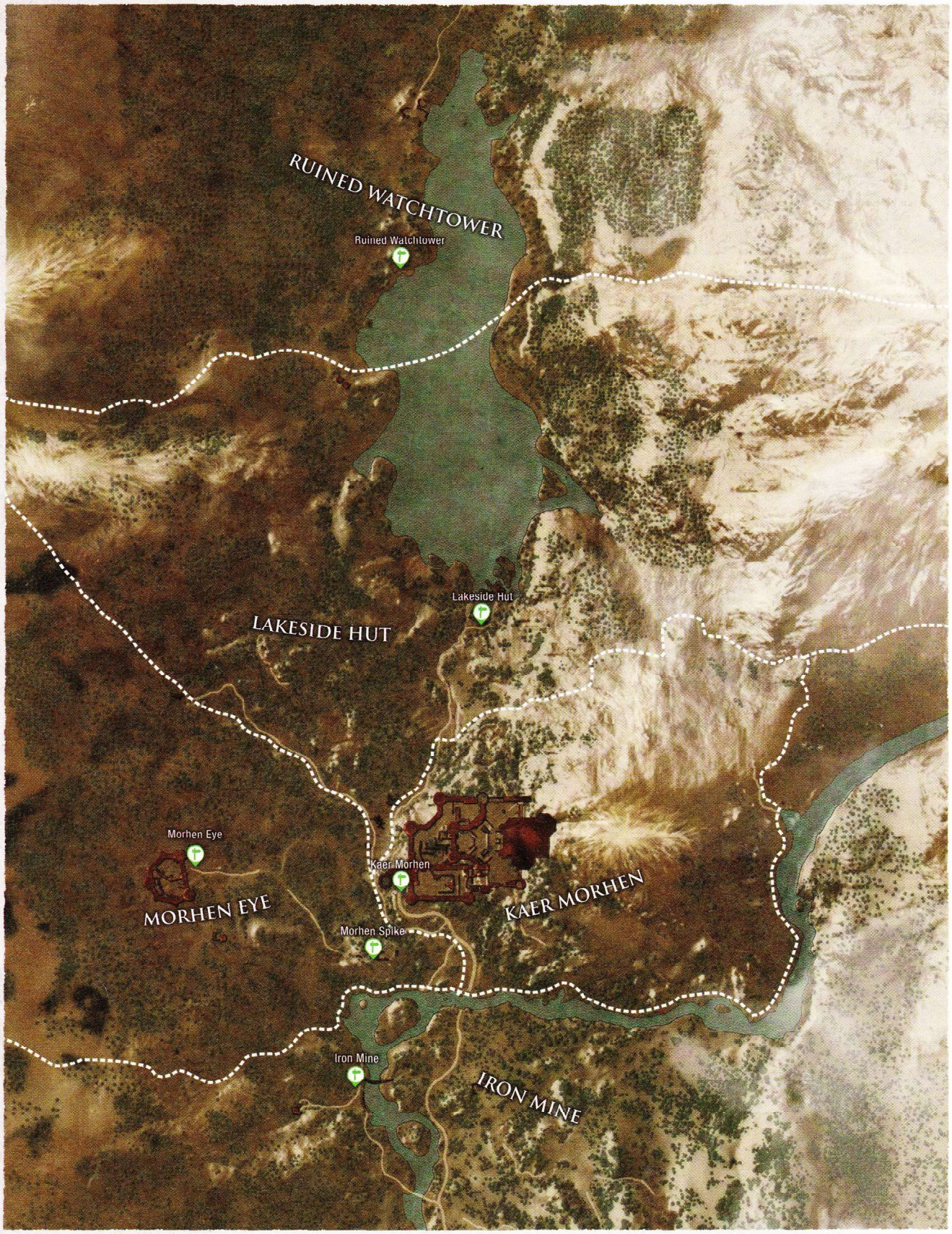
This odd valley of rough and red terrain is navigated during Main Quest: Through Time and Space (page 186). The origin of this location is unknown. However, a map is presented since there are some hidden chests to attempt to locate as you navigate this dangerous, gas-filled landscape. Note that the Ddiddiwedht Desert does not feature a map, as it is a simple path from portal to portal.

Tedd Deireadh

The White Frost has completely enveloped this unknown town, which you visit during Main Quest: Through Time and Space (page 186). The origin of this location is unknown, though an entrance to Avallac'h's elven lands is available at the elven lighthouse, at the north end of this map.

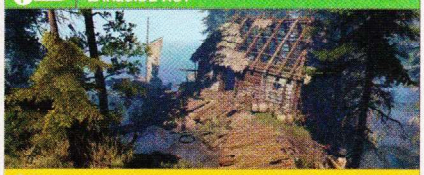
KAER MORHEN

Completely hidden from all until only very recently, the home of the witchers is a fortification known as Kaer Morhen, meaning "Keep of the Sea of Yore." Years ago the keep was destroyed and its inhabitants murdered during a massive pogram. Currenly only a handful of witchers winter here before setting out again on the Path. You are wise to complete any Secondary Quests here during Main Quest: Ugly Baby.



LAKESIDE HUT

163 LAKESIDE HUT



Quests

1	Monster Slayer	p. 272

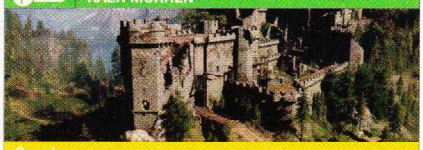
Dungeons

A 1	Old Troll's Cave

A dozen years ago a hermit lived here who brewed excellent mead. The witchers would visit him from time to time and chat about far-off lands. Now this hut is in ruins. Expect drowners close to the water's edge, and a very old troll in a small cave to the northeast, along the lake shore.

KAER MORHEN

2 KAER MORHEN



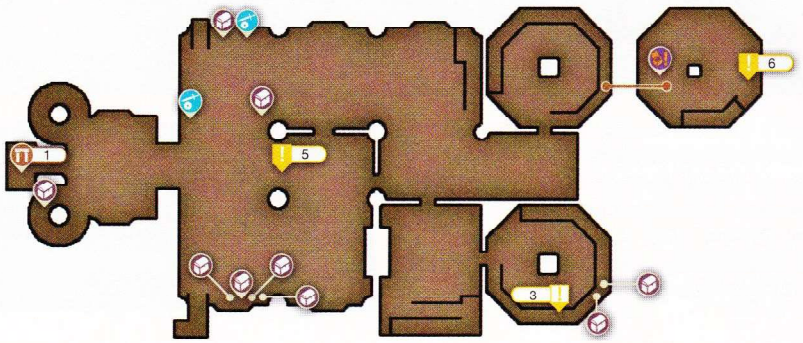
Quests

1	Ugly Baby: To Bait a Forktail...	p. 160
2	The Battle of Kaer Morhen	p. 169
3	Blood on the Battlefield	p. 172
4	Kaer Morhen	p. 58
5	Ugly Baby: The Final Trial, No Place Like Home, and Va Fail Elaine	p. 160
6	Ugly Baby: Disturbance	p. 160
2	Berengar's Blade	p. 271
3	The Witchers' Forge	p. 273

The Keep of the Sea of Yore, home to the witchers of the Wolf School, has been improved since its destruction and, although its battlements have many holes in them, it is still a supremely defensible place.

Dungeons

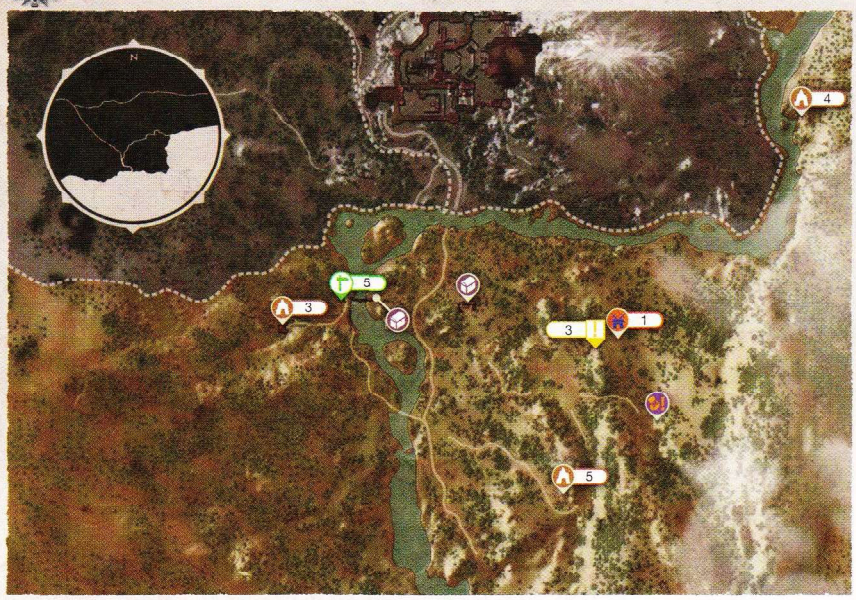
1	Kaer Morhen Interior



MORHEN EYE

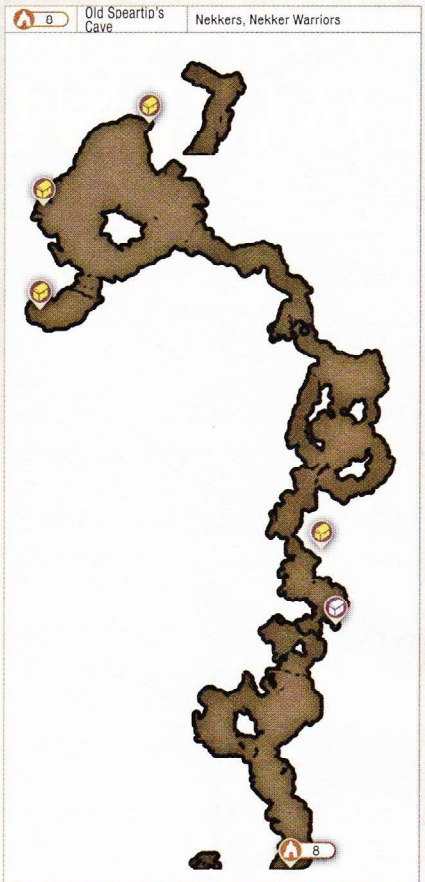
Once young witchers trained here. Now the bastion is a forgotten ruin. Expect wraiths as you approach this fortification. It is also worth exploring the pathways around here for loot and a look back at the terrible ordeals the young warriors went through during the Trials of the Grasses.

IRON MINE

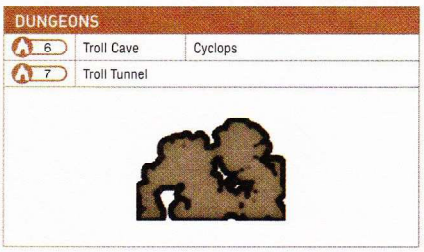


Iron ore was once extracted from this place for use in the Wolf School's forges. Now these wild southern paths are home to prowling bears and wolves, and other more frightening animals. Beware the chort inside the Silver Sword Cave. And don't forget to visit the strange Greenhouse, where the weather can be changed for the better!

RUINED WATCHTOWER



This lakeside watchtower was once the pride of the Wolf School witchers, yet today lies in ruins. The only sound is the wind whistling past its stones. Across from the watchtower is Old Speartip's Cave, where a mighty hooded cyclops is said to live. Above the cave, on the mountainside where rock trolls roam, is the Circle of Elements, used during Main Quest: The Final Trial.



APPENDICES AND COMPENDIUMS

In which a number of detailed tables are presented to aid your adventuring. Every Achievement and Trophy is listed. Locations of every Place of Power and Unique Item are shown. The times when Geralt can gain Carnal Knowledge are also detailed.

The Bestiary: A Witcher's Guide to Killing Monsters

There are many dangers in the world that a witcher should be prepared for, human or otherwise. Being able to handle all threats that stand in your way requires maintaining your equipment, keeping up on your training, and preparing the right potions and oils for any encounter. More importantly, it comes down to basic observational skills—there are some foes that even a witcher should steer clear of, at least when it makes sense.

HUMANOIDS

The Conjunction of Spheres brought humans, nonhumans, and monsters from different worlds together. This irreversible cataclysm continues to be felt over 1500 years later. Witchers were born from this strife, seeking to protect humans and nonhumans from the monsters that plagued the fields and open roads between cities and settlements, on some occasions being hired to fight for kingdoms of humans, or by rebellious nonhumans.

A witcher's role is to kill monsters with their blades of silver, but there are times when steel swords must be drawn. Humans and nonhumans, either trained soldiers and assassins, or thugs who prey on the weak, will stand against you on the Path as often as any kind of monster one could name, and you should be prepared to put them down.

Of greater concern, the Wild Hunt has been seen roaming the Continent, seeking something, or someone. These are among the most skilled warriors a witcher could be forced to face. They are as well armed and armored as any soldier from the richest kingdoms of men, and they are relentless in combat. Each Wild Hunt warrior should be treated as a grave threat alone, and these huntsmen never ride alone.

HUMANS AND NONHUMANS

Beware fighting multiple humans, as they will often fan out to try and cut off your escape routes.

Loot: Weapons, Equipment, Currency

Environments: Found across the known world.

Vulnerabilities: Hanged Man's Venom

COMBAT TACTICS

Humans and nonhumans carry a variety of weapons, and can wear various types of protection, from light peasant clothing to full sets of the heaviest armor.

You cannot parry the attacks of a human or nonhuman using two handed weapons. Dodge or roll away from these attacks, and strike while they recover from their swings!

Do not attack recklessly. Counter melee strikes from one handed weapon assailants to throw them off balance, then score a heavy strike as they reel from the counter.

Humanoids wielding bows and crossbows are serious threats. Prioritize these foes if possible, run them down if necessary, but if you cannot, use terrain for cover while engaging other enemies.

One of Geralt's Swordsmanship abilities allows him to deflect arrows, and eventually return arrows back to the sender with perfectly timed parries. Just remember to have it activated on your Character Abilities screen!

Against shield-bearing opponents, avoid taking sword swings at them unless you have flanked them, or they have committed to an attack of their own and are not prepared to block. Aard can sometimes knock a shield-bearer off balance, exposing them to your blades.

Be wary of shield-bearers using their shields offensively. Shield bashes can stun you, leaving you extremely vulnerable to any follow-up attacks. If you see the wind-up for such an attack, evade or roll to safety. Do not try parrying or countering!

THE WILD HUNT

The fundamentals of fighting other humanoids still applies to the Wild Hunt.

Loot: Weapons and equipment

Environments: The Wild Hunt can appear where they desire, thanks to their ability to manipulate space and time to their advantage.

Vulnerabilities: Elementa Oil, Igni

COMBAT TACTICS

Wild Hunt warriors wear heavy, intimidating sets of armor, making them very sturdy opponents in a melee; improved Igni signs can greatly reduce the effectiveness of their armor.

Do not underestimate the speed of a Wild Hunt warrior. They are just as quick to flank and strike as lesser equipped humanoids.

BEASTS

Not every danger that stalks the land is an otherworldly nightmare. Beasts from a time when fiends or royal griffins were not the apex predators have carved out their own niche, and are still a major threat.

BEARS

Loot: Bear Fat, Bear Pelt, White Bear Pelt, Raw Meat

Sub-Species/Named Variants: Brown Bear, Black Bear, Polar Bear, Cave Bear

Environments: Found in every major wilderness region of the world, with some sub-species unique to certain regions. Polar Bears, for example, favor colder regions, and are found more commonly in Skellige.

Vulnerabilities: Beast Oil, Quen, Igni, Yrden

Know that ditty about the bear "climbing the mountain, to see what he could see?" Biggest load of rubbish I've ever heard. When a bear climbs a mountain, it's not to see. It's to hunt. To kill.
—Jahne Oldak, Royal Huntsman

Bears are omnivores—meaning men find a place in their diet beside berries, roots and salmon. When they snack on humans, they most frequently partake of the meat of travelers unwittingly trespassing on their territory, or else that of hunters for whom besting such a creature is a lifelong ambition.

There are several subspecies of bears—black bears, polar bears and cave bears—which differ from one another in coloring as well as in size and strength. All share one trait in common, however: a near-unmatched ability to kill.

Bears are found far from human habitation, in high mountains or deep woods. They are solitary creatures—and a good thing they are, for defeating a single bear is challenge to anyone, experienced witchers included. Fighting a bear should be avoided, but if it cannot, one should not try to run away—these seemingly clumsy animals can run at an astonishingly high speed, especially if angered.

COMBAT TACTICS

Bears of any kind are sturdy foes possessing great Vitality, and terrible strength. Do not try to exchange blows with a bear. Dodge their claw swipes and try to cut at their flanks.

Igni and Yrden are not explicitly weaknesses suffered by bears, but both have their uses. Igni can set a bear aflame, temporarily stunning it and allowing for flanking strikes. Yrden slows these beasts down enough to make evading their paws much easier.

When a bear stands on its hind legs, it is preparing to smash the ground with its forepaws. They can do this with such force that even a veteran witcher can be knocked prone.

Bears are territorial. Stepping into their domain can incite aggression, but it can be surprisingly easy to avoid a bear if you spot one early enough and move around it.

DOGS

A wild dog is seldom alone. Packs of three or more are common.

Loot: Dog Tallow, Raw Meat

Environments: Found across Velen, Novigrad, and Skellige

Vulnerabilities: Beast Oil

"They say a dog's a man's best friend… But in these foul times one best be wary, even of his friends"—Alfred Pankratz, beggar from Novigrad

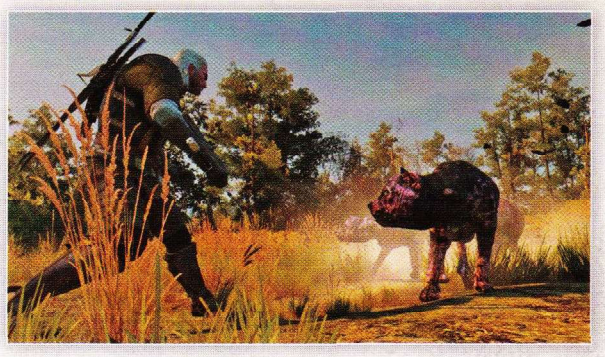
Some claim dogs are reflections of their masters. A well-treated pet repays his owner with loyalty and trust, whereas an ill-treated one repays this treatment in kind as well, meeting yells with barks and kicks with bites. Since there is an abundance of bad men, so, too, is there an abundance of bad dogs. Most dangerous of all are the vagrant mutts who have lost all respect for men and developed a taste for blood and carrion.

Dogs usually attack in packs, choosing isolated victims, especially ones in whom they sense some kind of weakness. Packs of rabid dogs usually only dare attack children, drunkards, the elderly and cripples. Yet when backed into a corner, they will defend themselves with frothing bites and sharp claws against all and sundry.

COMBAT TACTICS

Aard is good for pushing back a pack of dogs, compared to other beasts of the world, the dog is lightweight.

Do not underestimate the speed of dogs. While not particularly strong, they are fast, and packs of dogs can easily pick apart a careless witcher through sheer numbers, and constant attacks.



WOLVES

Loot: Wolf Pelt, White Wolf Pelt, Wolf Liver, Dog Tallow, Raw Meat,

Sub-Species/Named Variants: Wargs, White Wolves, Dog Tallow

Environments: Found in Skellige and Velen

Vulnerabilities: Beast Oil

"Friend of mine used to say that with all these griffins and basilisks and whatnot, good old fashioned wolves weren't nothing to worry about… Then the damned beasts devoured half his flock."
—Yngvar, shepherd

Once upon a time wolves were the absolute rulers of the forest. Men used them to frighten children, while adults, too, trembled at the sound of their howling. Post-Conjunction monsters not only pushed wolves into the deepest wilds but also took over their place in human nightmares. Yet this does not mean the old predators ceased to be a danger. Wolves do not have a drop of magic within them, breathe no fire and spit no acid, but that in no way stops them from killing unwary travelers and hunters.

Particularly dangerous are wargs, a nasty and ferocious subspecies of wolf, and the snow-white wolves which today can only be found in the wild highlands of the Skellige archipelago.

Wolves usually feed in packs counting from a handful to over a dozen members, though some particularly strong males hunt alone. Though wolves are weaker than many post-Conjunction monsters, they make up for any lack of strength with their intelligence. When fighting them one must be especially careful not to become surrounded. The presence of wolves can also signal more serious trouble—these predators often share their hunting grounds with werewolves and leshens.

COMBAT TACTICS

Wolves are pack predators. They coordinate with each other to surround their chosen prey. Beyond the coordination, wolves are similar to dogs in how they attack.

Pack leaders are typically the highest level wolf in a given pack, and are occasionally a warg as opposed to a regular wolf.

If surrounded, Igni and Aard can drive off a pack, if just for a moment, allowing a witcher some time to recover their Stamina or regain control of the fight.

Leshens are able to command wolf packs to aid them. Wolves summoned by leshens must still be fought with silver swords.

CURSED ONES

As befits the name, cursed ones are humans who have been cursed via magical means to take, by choice or not, an inhuman form. Their rarity compared to many other monsters does not mean a witcher should go unprepared to face them.

BERSERKERS

Berserkers are encountered as part of the King's Gambit quest-line.

Loot: Bear Fat, Berserker Pelt, Raw Meat

Environments: Skellige, Vildkaarls' village

Vulnerabilities: Devil's Puffball, Cursed Oil, Quen, Igni

"Now finish your soup, or a berserker'll come and swallow ye whole."—*Skellige mother scolding a child.*

Skellige legends speak of men known as berserkers who transform into bears when overwhelmed by battle rage. In doing so, they lose all self-awareness and are driven by a bloodlust which they must satiate in order to return to human form. Few believe these blood-curdling tales, however, not even in Skellige, where the inhabitants usually treat even the least probable legends with the utmost gravity. This indicates either that berserkers are in fact mere figments of mead-sodden imaginations, or else that they have learned to hide their abilities from the rest of the islanders.

The skalds' ballads indicate a berserker transformed in the heat of battle cannot be distinguished from a true-born bear. Only minute anatomical details—such as the shape of their tongues and teeth—reveal their secret. Descriptions of their fighting prowess paint them as invulnerable to pain and able to heal any wound received almost at once.

If these men-turned-bears truly do exist, one can suppose that, like werewolves and lycanthropes, they are particularly vulnerable to oils that harm cursed creatures. But if we are to give credence to ancient songs about these creatures' deeds, about the mass murders and massacres they have committed, we can only hope that no witcher will have to test this hypothesis.

COMBAT TACTICS

A berserker begins as a human. Steel swords and hanged man's oil do well against them, and any tactics learned from fighting other humans will serve you well here. It is when they transform into their bear form that a silver sword, tainted with cursed oil, will show its worth.

Outside of anatomical differences, a berserker's bear form can be treated like fighting a real bear, save that these bears are much tougher and more relentless.

If you have invested in improving Igni, this is where the melt Armor enhancement can really show value. If you have this available, be sure to activate it before you deal with a berserker.

WEREWOLVES

"Wolves aren't as bad as they're made out to be. Werewolves, though—they're every bit as bad and worse."—Elsa Vilge, archer

Werewolves are creatures with both men and wolves inside of them. When in beastly form, they take the worst traits from each: the wolf's drive to kill and hunger for raw flesh and the man's cruel and calculating intelligence. A werewolf's condition comes about as the result of a curse and the transformations happen outside his conscious control. When he returns to human form, he has no memory of his deeds—otherwise he would surely go mad or take his own life.

Werewolves are active at night, particularly when the moon is full. Though they hunt alone, when threatened they summon wolves to aid them. Werewolves rarely feel the need to flee, for few adversaries put up much of a fight against them. They strike as swiftly as lightning with claws sharp as razors and regenerate any damage received in mere moments. When fighting werewolves a witcher should wield a blade covered in oil harmful to the cursed and have a large supply of Devil's Puffballs handy.

A werewolf's curse can at times be lifted, yet there is no universal, surefire method for doing this. A witcher seeking to undertake such a task must therefore equip himself with a great deal of patience, and sturdy armor.

ULFHEDINN

Loot: Werewolf Pelt, Werewolf Saliva, Werewolf Mutagen

Environments: Found in Velen and Skellige, typically in dark, secluded areas. Most active and dangerous at night during a Full Moon.

Vulnerabilities: Moon Dust, Devil's Puffball, Cursed Oil, Igni

"Ulfhedinn? What's that, some kind of fish?"—Professor Artibus Joannes Rack, geographer, disappeared during a surveying expedition in Skellige

Ulfhedinn are a breed of werewolf found mainly in Skellige. The harsh and barren conditions of the isles might explain why they primarily hunt men and are stronger than their continental brethren. Older and particularly dangerous ulfhedinn are called vorefs. Only a few daring warriors in all of Skellige history have managed to defeat an ulfhedinn, and each of them is commemorated in ballads as a hero to this day.

Like werewolves, ulfhedinn and vorefs are active at night, particularly when the moon is at its fullest. Fast, strong and amazingly resilient, these creatures kill with disturbing ease. Silver blades should be brought against them, as should Devil's Puffball. Take note that when near death an ulfhedinn becomes particularly dangerous and will attack with doubled fury, while calling on wolves to come to its rescue.

COMBAT TACTICS

These breeds of cursed ones are some of the fastest, and most lethal. They can leap great distances at such speeds that it can be a challenge defending against them. Yrden is of great use in avoiding their attacks.

Counterattacks against a werewolf or ulfheddin can be difficult to time. It is best to use footwork and evade them.

When possible, use Igni. Setting these foes aflame can force cursed ones to stay still long enough to score critical strikes on their flanks. Fire, bleeding, and poison effects can be used to slow the regeneration of these creatures.

Avoid fighting werewolves in tight spaces if at all possible, since the speed of their assault can quickly overwhelm even highly skilled witchers. Werewolves have incredible reach, and you want to have space to work with while fighting them.

Explosive bolts for a crossbow can be useful at dealing fire damage, should the werewolf be caught at range.

Watch for the dual overhand claw swipe, it cannot be parried and causes grievous wounds and bleeding.

Near death, ulfhedinn become extremely dangerous, striking with increased strength. They can even call upon a pack of wolves for assistance.

BOTCHLINGS

Throughout the fight at Crow's Perch, wraiths also appear to complicate matters.

Loot: Necrophage Skin, Rotting Meat

Environments: Velen, Crow's Perch

Vulnerabilities: Cursed Oil, Axii

"Saying a botchling's ugly is like saying shit's not particularly tasty: can't say it's a lie, but it doesn't exactly convey the whole truth, either."—Lambert, witcher of the Wolf School

Botchlings are perhaps the most repulsive creatures a witcher will ever have the displeasure of meeting. Born of dead, unwanted babies discarded without a proper burial, their appearance is that of a partially-decayed fetus, their unformed flesh twisted with hate, fear and malice. These hideous creatures feed on the blood of pregnant women, driven by a mad hunger that most often leads to their victim's death.

A botchling emerges from its lair at night to lurk by the bedside of an expectant mother, draining her strength and that of her unborn progeny as she sleeps. A woman thus beleaguered first suffers from troubling dreams, then fever, delirium and a general weakening of the flesh. After a few such nights she is enfeebled and unable to defend herself—it is then the botchling attacks directly, sinking its long, sharp fangs into her body and drinking of her blood until mother and fetus perish together.

A botchling stands around a foot and a half in height, but, when threatened and if gorged with blood, it can change form. At such times it grows into a deformed man, hunched over and striding, ape-like, on its forearms. Stronger and fiercer after this alteration, it hurls itself into direct, physical combat, gnashing at its opponent or attacking him with sharp claws.

A botchling's curse can be lifted by transforming it into a lubberkin—a guardian spirit of the hearth that *watches over the family it never knew in the house it never could call home.*

COMBAT TACTICS

Your chance to fight this gruesome creature comes while helping the the Bloody Baron deal with his Family Matters (page 73). You can either attempt to kill it immediately, starting the fight, or you can use Aard to knock the Baron over while he carries the monster.

Should you choose to kill it and draw its blood, be prepared. It changes to a ghoul-ish appearance, and fights similarly. Watch it closely and be prepared to parry and counter any of its claw swipes.

As you deal damage to it, the botchling become enraged, growing spines similar to those of an alghoul. During this time, the botchling will begin to regenerate at an alarming rate, and the spikes will harm Geralt should he attempt to strike with swords.

The botchling is weak to Axii. Use this weakness to pacify the monster, retracting its spines and keeping it in place while you circle around it to deliver punishing sword strikes. This also cuts off the rapid regeneration.

DRACONIDS

The very mention of a dragon is enough to send a shiver of fear even among experienced witchers. True dragons, however, are seen rarely these days, driven off by wars or slain by the mass-hunts of the past. It does not stop villagers from claiming that every small draconid they see is a dragon. This does not mean that basilisks or forktails are less threatening to human lives, there is good reason why contracts for their heads are written, and why witchers are sought to claim them.

BASILISKS

Similar to Wyverns, a basilisk spits venom at their victims, weakening armor and causing damage over time. Golden Oriole is essential.

Loot: Basilisk Plate, Basilisk Venom, Dragon Scales, Basilisk Mutagen

Environments: Basilisks dwell within dark and damp locations—cellars, caves, and city sewers tend to be their preferred places.

Vulnerabilities: Golden Oriole, Grapeshot, Dancing Star, Draconid Oil, Aard, Igni

"In memory of the noble knight Roderick, slain during a valiant struggle against a basilisk. Let's hope the beast choked on his bones."—Gravestone inscription, Vizima cemetery.

Contrary to popular belief, basilisks cannot turn anything to stone with their gaze. That is small comfort, however, given that their acid, venom, claws and teeth provide them many other ways to kill.

Basilisks love dark, damp places such as cellars, caves and city sewers. They hunt by day, waiting patiently in hiding for their prey to come, then jump out in a flash to unleash a deadly attack.

When preparing to fight such a creature one should drink Golden Oriole, which will provide resistance to its venom, and also prepare Dancing Star or shrapnel bombs, which work particularly well against basilisks.

Basilisk leather is a highly-valued material used to make fashionable shoes and women's handbags. For this reason many men, their courage girded by goldlust, take to hunting them. Most of these hunts end in disaster, but some do manage to bag their prey, which has led to a drastic decline in this creature's numbers in recent years. Some mages and druids are of the opinion that basilisks should be included in programs meant to safeguard dying species. Everyone *else thinks those mages and druids have gone* completely mad.

COMBAT TACTICS

Despite appearances, basilisks are highly vulnerable to Igni, or other means of fire-starting, such as the Dancing Star bombs. A well timed Dancing Star or Igni burst can not only bring down a basilisk from the sky, but the beast will be so pre-occupied from being set aflame that it will have difficulty defending itself.

Basilisks are skilled at using their wing and foot talons in a fashion similar to cockatrices. They have been observed to react to witchers in combat by parrying sword strikes with their wings, then leaping into the air to land devastating overhead blows with their claws.

A basilisk can leap into the air, hover momentarily, and spit acid at their opponents from above. This action happens extremely fast, and a witcher should always watch for it.

COCKATRICES

Loot: Cockatrice Maw, Cockatrice Egg, Raw Meat, Cockatrice Mutagen

Sub-Species/Named Variants: Shrieker

Environments: Cockatrices prefer hiding in caves and abandoned structures to rest and recuperate, but are aggressive hunters, seeking prey caught in open fields.

Vulnerabilities: Grapeshot, Draconid Oil, Aard

"Had meself eight heifers, five of 'em milchers. Then this cockatrice sprung up nearby, and now all's I got left's dried patties in an empty field."—Jethro, peasant from Pindal

Foolish superstitions claim cockatrices, like basilisks, can kill with their gaze alone. That is utter nonsense, however, a cockatrice's gaze being no more dangerous than that of an angry goose. One should instead watch out for its sharp beak and long tail, which it can whip to murderous effect.

Cockatrices thrive in dark caves, abandoned ruins, cobwebbed dungeons and old basements. Though small compared to griffins and manticores, they are more than capable of killing anyone who stumbles across them in a dark corridor.

Cockatrices do not shun direct fights, in which they strike furiously with wing and tail in an attempt to exhaust their foes. Blows from their beaks are especially dangerous, as they aim with deadly precision at exposed flesh and vital organs and leave bleeding, life-threatening wounds. When fighting them one should make liberal use of draconid oil as well as Grapeshot, whose shrapnel will pierce their delicate wings with ease.

COMBAT TACTICS

Cockatrices fight aggressively once a fight has begun. Take advantage of this aggression and ground them with Aard or Grapeshot. A crossbow can also bring them down to earth should they attempt to fly, but unlike a basilisk or griffin, cockatrices tend to favor fighting on land.

A cockatrice strikes with talons on its wings and feet, and its razor-sharp beak and tail tip. These blows almost always target vital region on a victim, causing massive bleeding that leads to inevitable death. A witcher should have the Swallow potion on hand to counteract any wounds sustained from a cockatrice.

Always try to flank a cockatrice. Being in front of it exposes one to its beak and talons. It is possible, with excellent timing, to counter-attack blows from the wing talons or even from the beak, but a witcher puts themselves in grave danger to do this.

When grounded, a cockatrice will try to remain close to its prey. Should a victim attempt escape on foot, a cockatrice can leap astonishing distances to attempt tackling the target.

FORKTAILS

Loot: Forktail Mutagen, Forktail Plate, Dragon Scales, Raw Meat

Environments: Examples of forktails can be found throughout the known world. Velen and Skellige provide adequate hunting grounds, and villagers fear the presence of forkatils as far inland as White Orchard and beyond.

Nests: Often found in secluded areas, overlooking potential hunting grounds. Nests themselves bear resemblance to those of birds, writ larger, accompanied by the occasional remains of humans or cattle.

Vulnerabilities: Golden Oriole, Grapeshot, Draconid Oil, Aard

"Fork tails... Bah! Tails're more like cleavers."—Yavinn Buck, veteran of the Mahakaman Volunteer Regiment

Forktails owe their quaint name to the long, sharp growths at the tip of their tails. A blow from this weapon can slice an oaken shield in two—along with the hand that was carrying it. Thus though its name conjures images of cutlery, fighting a forktail is nothing like a dinner party and ends in death rather than dessert.

Forktails are active by day. They usually hunt alone or, more rarely, in pairs. They attack big game, including domesticated animals, mainly cattle and pigs, and even humans from time to time.

Like all draconids their massive size does not stop them from flying and attacking from the air. They use their weight and height advantage as they swoop down to knock their prey over with their wings. Once on the ground, they are somewhat less mobile but still dangerous, turning to other tactics centered on attacking with their massive, spike-covered tails.

COMBAT TACTICS

Like other draconids, the forktail is a capable flier. Bring it down to the ground with crossbow bolts or Grapeshot to start the real fight.

Forktails are as aggressive as any wyvern, making use of their foot talons to slash and kick at unfortunates they've hunted down.

The tail-tip stingers of a forktail are highly poisonous, and, as such, Golden Oriole is essential. Forktails will aggressively employ their tails in combat, and the only recourse is to simple evade these strikes.

Proper footwork can not only evade a tailswipe, but place a witcher in perfect position to strike at the vulnerable flanks.

Do not be so pre-occupied with the tail of a forktail that you neglect its head. Bites from a forktail come at near-lightning speeds, but they can be parried and even countered.

WYVERNS

Loot: Wyvern Egg, Wyvern Plate, Dragon Scales, Wyvern Mutagen

Sub-Species/Named Variants: Royal Wyverns

Environments: Wyverns have been spotted nesting in north-eastern Velen, though it must be stressed that these beasts are highly-adaptable, and have been sighted across the entire Continent and the Skellige isles.

Nests: Yes, often in high places overlooking potential feeding grounds.

Vulnerabilities: Golden Oriole, Grapeshot, Draconid Oil, Aard

"Most dangerous of all are the royal wyverns. Or, as they're called in some circles, the royal pains in the arse."—Albina Tottelkampf, lecturer in natural sciences at Aretuza

Wyverns are often mistaken for dragons, and, though they are much smaller than their more famous kin and do not breathe fire, they are likewise extremely dangerous monsters. Especially feared are the so-called royal wyverns who, like their namesake monarchs, are exceptionally ornery and extremely deadly.

A wyvern will usually attack from the air, aiming to knock its prey down with its wings. After landing it will attack with its tooth-filled beak, trying to draw attention away from its most dangerous weapon—the stinger found at the end of its long tail. A strike from this carries the risk of poisoning from powerful toxins. Even a witcher's body experiences wrenching pain when injected with wyvern venom, and so it is worth preparing oneself with suitable potions ahead of time.

COMBAT TACTICS

Wyverns are especially venomous, able to spit poison at their prey, or directly inject it from their tails. Golden Oriole potions are a must.

Wyverns fly around their prey, well outside of crossbow range, before swooping in at great speeds to attempt clawing their target. Even a witcher cannot stand their ground against that. It is best to get out of the way, though bolder witchers can actually score crossbow hits as the wyvern draws near.

Aard and Grapeshot can bring an airborne wyvern to the ground. Wyverns are tough enough to resist bolts from a crossbow, but more lethal munitions can still force the beast to the ground.

On the ground, a wyvern prefers to strike with the talons on its feet, its tooth-filled maw, and its tail. It is possible to parry and counter-attack bites, but the consequences for bad timing are high.

ELEMENTA

Elementa can be described as representations of the raw, mystical power of the elements, given purpose or sentience. Some of these beings may be better described as the mistakes of prideful men, with more power and knowledge than sense. Elementa are some of the rarest monsters a witcher can be expected to face, and among the most deadly.

DJINNS

Loot: None

Vulnerabilities: Dimeritium Bomb, Elementa Oil

"The pitcher emitted a puff of glowing red smoke. The smoke pulsated, then gathered up into an irregular sphere floating in front of the poet's head..."—The First Longing, a Tale Fantastic in All Ways.

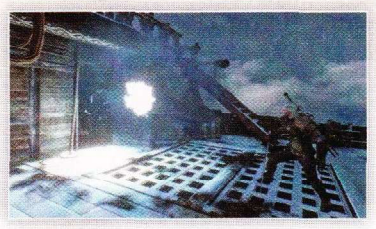
A djinn is a powerful air spirit, a condensation of the power of that element endowed with consciousness and character—the latter usually nasty. According to legend, djinns can grant even the most far-fetched wishes, though they do so very begrudgingly.

Unusually powerful mages can capture and tame these beings. The mage can then draw on its energy, using it to cast spells without having to call on Power from traditional sources. Only a sparse handful have managed this feat, however, for djinns fight to avoid such a fate with stubborn determination. To imprison a djinn and bend it to one's will, one must first weaken it—and that is no easy feat.

Fighting a djinn is extraordinarily difficult. They can fling off spells in an instant that the most accomplished human mages could never cast with years of preparation. What's more, by manipulating the element of air they can summon powerful storms, hurricanes and gales. Luckily, as magic beings they are vulnerable to silver—yet steel will do them no harm.

COMBAT TACTICS

Fighting a djinn is about working quickly, and not something a witcher should attempt without good cause, or good pay. If you must face a djinn, Dimeritium Bombs are too useful to go without, giving a witcher the chance to close the distance without being frozen, burned, or electrocuted before they can get close.



Djinn can teleport short distances to escape harm, even after being affected by Dimeritium Bombs. A witcher must be able to quickly react to this and continue to pressure the djinn, using additional Dimeritium Bombs as necessary to continue suppressing spells.

The closer a djinn is to death or capture, the more dangerous it becomes. The massive area of effect spells it can cast come faster, and it may teleport more often the more desperate it becomes.

Aard and Igni signs empower a djinn greatly calm it down and make it easier to combat.

EARTH ELEMENTALS

Loot: D'ao Mutagen, Elemental Essence, Lesser Glyph of Quen, Infused Shard, Fifth Essence

Sub-Species/Named Variants: D'ao, Therazane

Environments: Earth elementals have been found in 'magical' places, such as long abandoned ruins, or former research labs owned by powerful sorcerers.

Vulnerabilities: Dimeritium Bomb, Elementa Oil

"How to survive an encounter with an earth elemental? Simple. Run. Fast as you can."—Nino Murk, bounty hunter

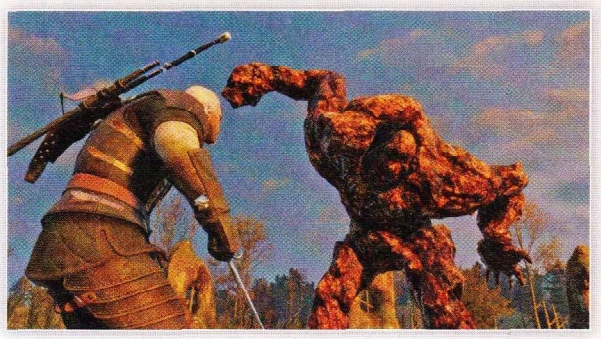
Earth elementals are made of mud, clay, sand and rock dust clumped together with water and brought alive with magic. While seemingly slow and ponderous, these creatures are nevertheless dangerous and should be avoided at all costs.

Earth elementals can withstand a tremendous amount of punishment. Due to their enormous mass they are virtually impossible to knock off balance. They do not bleed nor feel any pain from poison or even fire.

They kill men with astonishing ease—whether by smashing them with their fists or hurling enormous stones at them. Their only weakness is their vulnerability to dimeritium dust—thus before combat one should prepare a full arsenal of bombs containing this ingredient.

COMBAT TACTICS

Earth elementals are a test of strength and endurance. Even with a silver sword coated in elementa oil, earth elementals can resist impressive amounts of punishment before crumbling, while being able to dish out frighteningly powerful blows with their fists.



Dimeritium Bombs make these elementals more susceptible to harm. They do not make them less dangerous. Strike once, twice if you judge it safe, then roll out of the way of an inevitable counterattack. Use heavy attacks for better damage output.

You should be alert for elementals to raise a foot high off the ground. What follows is a powerful ground stomp that sends a wave of rock piercing through the earth in a line before the elemental.

If an earth elemental jumps off the ground, move away as quickly as possible. The resulting shockwave knocks down any nearby victims.

The hammerblows delivered by an earth elemental's fist can be made easier to avoid by using Yrden.

It is also possible to actually stagger an earth elemental with Aard.

FIRE ELEMENTALS

Loot: Golem Heart, Elemental Essence, Greater Dazhbog Runestone, Infused Shard

Sub-Species/Named Variants: Ifrit

Environments: Found in magical ruins. Mages have tried to create and control fire elementals, and often have failed to control them.

Vulnerabilities: Dimeritium Bomb, Northern Wind, Elementa Oil, Aard

"The first fire elemental was created by Ransant Alvaro. Sadly, flames engulfed his entire laboratory, burning it—along with every other building on his block—to ash."—Tarvix Sandoval, "Origins of Magic Arcana"

Fire is the most destructive of the elements, thus the aggressive lethality of the creature that embodies its essence should come as no surprise. Fire elementals are forged in complicated magic rituals for one purpose: destruction. And they pursue this with murderous determination.

This elemental attacks using fireballs and streams of flame which reduce anything in their path to ashes in the blink of an eye. Like golems and other elementals, poison does not touch it nor does it bleed. Fire-based spells not only do no harm but in fact strengthen it—thus one should by no means think of striking it with Igni. Though vulnerable to silver blades, getting within sword's reach of one is dangerous due to the furnace-like heat they emanate. When fighting a fire elemental one should thus strike from a distance, using frost-spewing and Dimeritium Bombs, for they will do it the most damage.

COMBAT TACTICS

Fire elementals can use similar abilities to an earth elemental, with the key difference that fire enhances and empowers them. Being harmed by a fire elemental has effects beyond the immediate harm sustained, since they can light clothes and armor on fire.

Simply drawing close to a fire elemental is dangerous, due to the intense heat they constantly generate.

The flames can be temporarily extinguished by Aard. Avoid Igni at all costs, this only empowers a fire elemental and re-ignites its flames.

Northern Wind bombs are highly effective, freezing the elemental in place. Dimeritium Bombs can prevent it from using certain attacks.

Use heavy attacks to speed along the destruction of the elemental.

GARGOYLES

Loot: Gargoyle Heart, Gargoyle Dust, Elemental Essence, Lesser Stribog Runestone, Lesser Morana Runestone

Environments: Beware while exploring abandoned ruins and castles. Gargoyle statues may allow you to get close before they begin their assault.

Vulnerabilities: Dimeritium Bomb, Elementa Oil, Quen, Yrden

"It just me, or is that gargoyle ogling us?"—Lara Estevann, burglar from Loc Muinne

Gargoyles are stone statues brought to life by magic in order to guard mages' laboratories and lairs from intruders. Their appearance alone has scared off more than one prospective burglar. Those who do not take fright at the sight of these horned and winged monstrosities usually die shortly thereafter, torn to shreds by stony claws.

Gargoyles are extremely dangerous opponents. Etched out of granite or marble, they are able to withstand tremendous amounts of damage and exhibit superhuman strength. One blow dealt from their boulder-like fists will crush even a man clad in heavy armor. Not even those out of reach of a gargoyle's arms can feel safe, for they are able to through hunks of stone with deadly precision.

Due to gargoyles' considerable size and weight, the Aard Sign does nothing against them. As beings made of stone, they feel no pain from fire, meaning the Igni Sign is worthless against them, as are weapons meant to cause bleeding or poisoning. It is a witcher's good fortune that they also have a few weaknesses: they feel the sting of a silver blade and are hurt by Dimeritium Bombs, which disrupt the workings of the magic spell which gives them life.

COMBAT TACTICS

A gargoyle is nearly as sturdy as any earth elemental, but significantly faster, more versatile, and seemingly more intelligent. Aard and Igni are almost entirely useless.

Gargoyle melee attacks may not have the same reach, but they cannot be parried. Evade them.

Yrden can slow a gargoyle down, making it easy to evade their melee attacks, and allow a witcher to strike back.

Do not linger in front of the gargoyle for long. They can counter overly aggressive witchers by using their poisonous breath.

The safety of range is fleeting versus a gargoyle. They can not only throw rocks with a great degree of accuracy and power, but they can leap into the air and crash down atop or next to a witcher with terrifying speed. Both attacks serve to harm and stun victims.

A gargoyle can also stomp the ground with such force that they can stun and partially blind nearby threats.

Dimeritium Bombs can weaken the defenses of a gargoyle, but they do little to blunt their offense. Stay focused on limiting the damage

GOLEMS

Loot: Golem Heart, Lesser Stribog Runestone, Infused Dust

Environments: Golems can be found in ruins throughout the world, abandoned by those who once created them.

Vulnerabilities: Dimeritium Bomb, Elementa Oil

"If want us to break through this wall, we're gonna need twenty sappers, seven mules and a hundredweight of saltpeter. Or one golem."—Vilmir Brass, foreman at Mount Carbon

Golems are mindless matter brought to life by a spell. They obey their creator's orders without question. Their boundless strength, ability to withstand pain, endless patience and the fact that they need not one jot of food or drink makes them the best servants or guards anyone could ask for. Once provoked, they will not tire of battle until they have either crushed their opponent or themselves crumbled into dust.

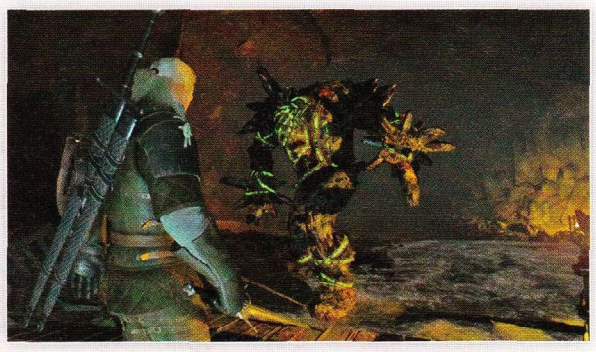
Defeating a golem is extraordinarily difficult: for obvious reasons—it does not bleed, it feels no fear or mercy and it is invulnerable to fire and poison. What's more, a golem's body is as hard as the rock it is sometimes heft out of, so even a silver blade will barely wound it. The monster's only weakness is acid—a blade covered in acrid oil can thus increase one's chances for victory.

Golems use no weapons, for they have no need—their fists, weighing over a hundred pounds each, can crush solid granite with one hit. A blow from a golem should thus be avoided at all costs—there is no shield that can stop it, nor sword that can parry it. That is no easy task, for these creatures are able to move with surprising speed. Luckily, their enormous mass means they are not very agile—once a golem begins a charge, it cannot stop quickly, a fact experienced witchers use to their advantage.

COMBAT TACTICS

Do not attempt to parry the punches delivered by a golem. The sheer weight and power behind them renders such *thinking suicidal at best.*

A charging golem cannot be easily stopped, but a clever witcher can use this to their advantage. Roll out of the golem's path, then strike.



Yrden is useful when going toe-to-toe with a golem, but remember that the golem is merely slowed, not helpless. They can still fight despite Yrden's effects, and can still interrupt a witcher's swordplay with a single crushing blow.

As with the elementals, a golem can pound the ground with such ferocity, anyone standing near it is knocked prone.

HOUNDS OF THE WILD HUNT

Loot: Rotten Meat, Sulfur

Environments: Wherever the Wild Hunt goes, expect its hounds to follow.

Vulnerabilities: Dimeritium Bomb, Elementa Oil, Igni, Axii

"Baying at the heels of the Wild Hunt are its hounds, fierce beasts which follow it like dust clouds trailing after a comet. Hushed legends speak of them losing their way at times and descending from the night sky to earth, cold and death following in their wake."—Essi "Blackjack" Daven, trobairitz

Born, or so some experts believe, of magic ice crystal, the hounds of the Wild Hunt race alongside their spectral masters. Like ravenous, feral dogs they are capable only of mindlessly attacking whatever crosses their path.

The hounds' chief weapons are their claws and teeth. Their battle tactics rely on knocking their opponents to the ground before tearing them to shreds. Badly wounded hounds fall into a kind of frenzy that adds to their deadly might. These beasts also use their powers over the cold to freeze the ground around them and create sharp spikes of ice. Creatures born of frost, they feel pain from the Igni Sign, and there is also reason to believe Axii can momentarily weaken their drive to kill and somewhat weaken these fierce foes.

The hounds' icy nature also means they can draw strength from extreme cold. Thus one should be particularly on guard when fighting them during blizzards or in glacial regions. Elven legends likewise claim they gain strength when a red moon—a known herald of the Hunt's arrival—hangs in the sky.

COMBAT TACTICS

The hounds of the Wild Hunt fight as viciously as wolves or wild dogs. They can be momentarily weakened by Axii, but only momentarily.

These hounds hunt in packs, and can quickly overwhelm the unprepared. Do not let them surround you if at all possible, use Yrden to slow any hounds too close for comfort, and break away if needed.

The icy nature of the hounds makes them perfect targets for Igni. It also makes it so that any cold environment empowers them.

Back off from the hounds if they start forming the ice spikes. These barriers will pierce through you if you attempt to strike.

If Yrden can catch multiple hounds in one circle. Throwing in a Dragon's Dream bomb and igniting the gas cloud with Igni can seriously wound a large group of hounds.

ICE ELEMENTALS

Loot: None

Environments: Appear to be summoned by powerful sorcerors in combat, though some have been sighted in Skellige.

Vulnerabilities: Dimeritium Bomb, Elementa Oil

"I thought to myself—what's a hunk of ice doing in the middle of some lab? And then that hunk of ice got up and broke my legs."—Yannick Lovt, burglar

An ice elemental is a mass of frozen water animated by magic. Deprived of consciousness or independent will, this elemental is boundlessly obedient to the orders of the mage who created it. Those orders usually contain but one syllable—kill.

Ice elementals have no qualms about carrying out this order nor any particular difficulty in doing so. Gifted with incredible strength, they are completely invulnerable to poison and fire, deprived of sensitive organs, hard as permafrost and all in all incredibly difficult opponents. A witcher's only chance at tipping the scales towards victory is to toss a Dimeritium Bomb—shrapnel made of this metal interferes with the workings of the spell that gives this creature life. Beyond that remains only prayer.

COMBAT TACTICS

Ice elementals fight similarly to earth elementals. They can strike with their massive fists, stomp on the ground to knock over their targets, or send a ripple of ice carving through the terrain at their foes. As with other elementals, avoid attacking the elemental from the front if you can, dodge its attacks as they cannot be parried, and make extensive use of Yrden to slow it down.

HYBRIDS

Hybrids come in various shapes and sizes, but one of the key defining traits of these monsters is that they mix physical aspects of other creatures. A perverted mix of man and bird of prey could describe a harpy, while a griffin could be likened to an eagle melded with a tomcat.

HARPIES

Loot: Harpy Feathers, Harpy Talon, Harpy Egg, Raw Meat

"Most monsters don't actually keep any treasure in their lairs. Harpies, though—they like shiny things."—Letho, Viper School witcher

It is hard to say what is most repulsive about harpies and their cousins, the shishigas: their hideous appearance, the overwhelming stench of rot and bird excrement that clings to them or their bloodcurdling screech. Suffice it to say that even rats, who dwell happily among the rankest fecal matter and rotten waste, give their nests wide berth.

Harpy nests are most often found atop high cliffs or rocky ravines. Sure signs of having strayed near one are crumbling human and animal remains, guano-streaked rocks and feathers littering the ground.

Harpies and shishigas hunt in flocks consisting of a handful to up to twenty individuals. Though rather cowardly and cautious, harpies fiercely defend their nests and will not hesitate to attack when outnumbering their foes.

During combat they use their ability to fly to dive swiftly to strike their victims one by one before soaring back up out of reach. They can kill with their wings or their sharp beak and talons. Once on the ground they move slowly and clumsily, and thus no longer present much of a threat.

ERYNIAS

Loot: Erynie Eye, Infused Shard

Environments: Found all throughout the main Continent and Skellige.

Nests: Yes, typically found in difficult to reach locations. Tall cliffs and abandoned human structures, such as castle towers, tend to be favored.

Vulnerabilities: Grapeshot, Hybrid Oil, Aard

"A merchant once told me I reminded him of an erynia. Naturally, I immediately teleported him to one of their nests, so he could see for himself how ill-fitting a comparison it was."—Lytta Neyd, the sorceress also known as Coral

Hard as it is to imagine, the erynias found in Skellige are even more repulsive (and dangerous) than harpies, their close relatives. Though well-rotten carrion is their food of choice, they will not turn up their noses at fresh meat, man flesh included.

When they spy a potential victim, erynias, like harpies or shishigas, will try to make full use of the strength of their numbers and their ability to control the skies. They will circle above their prey then attack from several directions at once, striking with razor-shark talons and tearing their targets to shreds.

While attacking they aim for the neck, eyes and other vital organs, often causing their prey to bleed to death as a result. In this way a small flock of erynias is able to make quick work of larger and better-armed victims, who often are not able to defend themselves effectively from several opponents attacking at once.

COMBAT TACTICS

Harpies, erynias, and all their varied sub-species, favor flying and hunting in packs. This could mean a handful of five or six individuals, upwards of twenty. Approach known nesting grounds with extreme caution.

When provoked, harpies and erynias begin circling them from above, swooping alone or in groups of two or three. If they are grouped close enough during a dive, you can catch multiple harpies with area-of-effect abilities or bombs.

Igni is effective against harpies, able to light them on fire and bring them out of the air. Yrden is good for situations where a witcher is surrounded by many harpies in close proximity. Harpies and erynias often come to a hover in front of humanoid victims before lashing out with their talons. Use that moment to prepare a counterattack, or Aard to bring them to the ground.

Like many flying creatures, a bolt from a crossbow, or a good blast of Aard, can be enough to ground a harpy or erynias. They can also be knocked out of the air with a well timed counter-attack. If a witcher is close to one of these grounded creatures, they should take advantage of this moment of weakness and execute them quickly, before they recover.

If many individuals in a flock are converging around a witcher, they should use Aard to blast a path to freedom. Grapeshot can also be used, but one should be mindful of the blast radius.

Erynias are more vicious than their harpy cousins, able to cause bleeding wounds that can overwhelm even a witcher.

GRIFFINS

Loot Griffin: Griffin Egg, Griffin Feathers, Griffin Mutagen, Infused Dust, Raw Meat

Loot Archgriffin: Archgriffin Mutagen, Infused Shard, Amber Dust

Sub-Species/Named Variants: Royal Griffin, Archgriffin, Opinicus

Environments: Griffins have been sighted nesting in Skellige, Velen, the wilderness near Oxenfurt, and even in White Orchard.

Nests: Yes. Griffins are fiercely protective of their life-partner and their nests, approaching a known nesting location should be done with caution.

Vulnerabilities: Grapeshot, Hybrid Oil, Aard, Quen

"Aye, half-eagle, half-tomcat, just like on the lord's crest. 'Cept this 'un was carryin' me dead cow 'stead of a scepter."—Griffin attack witness, name unknown

Griffins were once only found high in the mountains, where they would hunt marmots and wild goats. When humans encroached on their lands, however, griffins soon discovered a new source of much more plentiful and easier-caught prey: cows, sheep, and shepherds. Though still wary of main roads and towns (where folk with the means to hire a witcher are likely to dwell), these half-eagle, half-wildcat creatures have gone from rarities to oft-encountered pests known throughout the Northern Realms. Especially hated are the subspecies known as royal griffins and archgriffins.

Griffins mate for life and when their partner is attacked they will defend it to the death. For this reason they are often considered the embodiment of courage, loyalty and fighting spirit. This last attribute no one would deny them—when provoked, they will not cease their attack until they have torn their opponent to shreds.

Griffins find their victims using their extraordinarily perceptive sense of smell. After drawing near to their chosen target they attack by swooping down from great height. Their muscular mass combined with their swift speed mean this blow alone is often enough to end the fight. If, however, the victim survives this aerial assault, the griffin will immediately engage it in direct combat, making use of its sharp, curved beak and powerful talons.The wounds it deals are deep and cause powerful bleeding. Even worse, griffins do not have any true weaknesses, except for their vulnerability to hybrid oil and certain kinds of bombs.

COMBAT TACTICS

Griffins enjoy toying with their prey, swooping in from the skies and raking victims with their talons. A shot from a witcher's crossbow, or a well timed Aard, can bring a griffin to the ground, but this only means the fight truly begins.

Grounded griffins make excellent targets for explosive crossbow bolts, just be sure to fire them from a safe distance.

You can use Northern Wind bombs to freeze a griffin in place, useful if you need a moment's respite.

On the ground, a griffin is still incredibly dangerous. They can roar at such a high pitch that even a witcher can be put off balance, pounce from great distances claw and bite at prey.

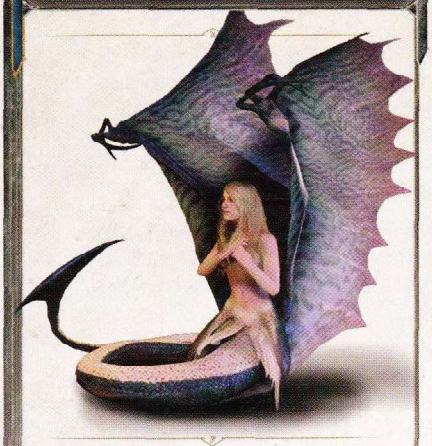
From the sky, griffins try to repeatedly claw at their targets as they sweep past, or attempt to dive onto their prey. Archgriffins also spit highly corrosive acid at their targets, weakening armor and leaving the man under it exposed to its talons.

Every slash or bite from a griffin can cause serious bleeding. Counter this by casting Quen, or with Swallow potions to regenerate any wounds sustained throughout the battle.

When facing a griffin on the ground, try to stay in and around the reach of your silver sword. If you are too far, the griffin may try to tackle you. This can be very difficult to avoid, and failing to do so could result in death.

Watch the wings of a griffin while fighting it on the ground. Each swipe from the wing talons is telegraphed by that wing being raised high. Try to evade to the side of the griffin to score hits on its unprotected side.

SIRENS



Loot Siren: Siren Vocal Cords, Water Essence, Shell

Loot Lamia: Lock of Lamia Hair, Water Essence, Lamia Mutagen, Seashell

Sub-Species/Named Variants: Lamia, Ekhidna, Melusine

Environments: Sirens can be encountered in costal regions throughout Velen and Novigrad. Skellige is also a major breeding ground or sirens.

Vulnerabilities: Grapeshot, Hybrid Oil, Igni, Aard

"Out at sea, if you hear a beautiful woman singing, turn the ship around at once. You understand? Even if it means sailing straight back into a storm."—Arike of Hindarsfjall, advice given to his son before his first solo voyage

Like skilled hunters setting out wooden ducks to lure in drakes, sirens and lamias lure men near—using their own bodies as decoys. They can transform to resemble beautiful human maidens, though with tails covered in silver scales instead of legs. Once a naive sailor gets within arm's reach of these beautiful creatures, their fair faces suddenly turn to fang-filled, fish-like maws, and lovely tails promising unknown delights become sharp, death dealing talons.

One legend claims sirens and lamias were once friendly towards men—and supposedly were even known (albeit on rare occasions) to accept some sailors' clumsy attempts at courtship. In our day, however, they are decidedly aggressive, perhaps soured by the numerous kidnappings of carried out by frustrated sea salts. Whatever the truth, one thing is certain: these days the monsters display no signs of good will, and so when spotting them one should immediately reach for one's silver sword.

Sirens and lamias (the sirens' more dangerous cousins) usually hunt in flocks, making use of their numbers as well as their ability to move effortlessly through water and air.

On the ground, however, they are virtually defenseless, and so a wise tactic is to damage their fin-like wings to force them to land. The Igni Sign also proves effective when fighting against them. Threatened or injured sirens will let out a terrifying shriek, leaving their opponents stunned while they escape, and their sisters swoop down for an easy attack.

COMBAT TACTICS

Sirens work in packs, akin to harpies and their ilk. They have been spotted attempting to lure in victims by transforming their appearance to that of an attractive human woman, a deception that quickly ends the moment they become aggressive.

Sirens can move as quickly in water as they do in the sky. When sailing in siren-infested waters, expect to see the monsters transition from the seas to the air as they surround their prey.

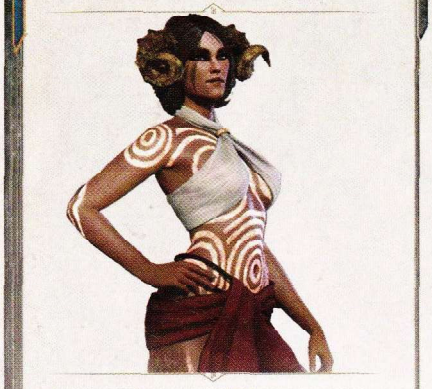
Aard, Grapeshot, and a witcher's crossbow are enough to ground a flying siren. Sirens of all types are especially vulnerable to Igni, as well as any bombs that can set victims afire. It is possible to counterattack a siren as they dive out of the air at their target. This grounds them and can severely wound them.

As with the harpy, a grounded siren is a siren that has all but presented themselves for execution. Witchers presented with this opportunity should not hesitate.

Sirens prefer swooping on their prey, slashing with their claws, or tails as they sweep past their victims. They rarely stay still in the air, but are at their most vulnerable when they do so.

Wounded sirens can produce an ear-piercing screech that stun their attackers. Other sirens can use this moment to rescue their sister, diving in on the enemy and allowing their injured to escape.

SUCCUBI



Loot: Perfume, Flowers, Succubus Mutagen

Sub-Species/Named Variants: Salma

Environments: Succubi will try to live close to their 'prey', near towns and villages. Bolder succubi have been known to inhabit cities.

Vulnerabilities: Hybrid Oil, Quen

"Again?! Good grief, woman, I'm spent…"—Lester of Smallton to a succubus, a few days before taking a vow of celibacy

Unlike other monsters, succubi and menads feel no desire to kill, do not crave human blood and usually do not, in fact, mean any harm at all. They are motivated by one thing and one thing only—an insatiable lust. They try in vain to slake this by engaging in sexual acts with any other humanoid species they encounter. While it must be admitted that their "victims" rarely put up much resistance, this does not mean succubi and menads do not present any danger: their never-ending advances, though pleasurable at first, have pushed more than one man to madness or even death.

Succubi and menads usually can be found near human settlements, including small villages and populous cities. They prowl at night, though when stricken by serious need they will leave their lairs during the day as well. They shower their affections on men as well as women, the young as well as the old, the ugly as well as the beautiful. Some of them are particularly fond of pastors and other holy men, whose seduction they treat as a sort of game.

Though succubi are peaceful by nature, when forced to fight they will defend themselves fiercely. One should thus not be fooled by their fair appearance—under the velvety skin of their arms lie muscles of iron, and a blow delivered with their rear, goat-like legs or the thick horns on their head can easily crush bone.

COMBAT TACTICS

Clever witchers may be able to talk down a succubus, with stories of witchers seducing a succubus and allowing them to flee a region whispered among commoners.

Should a witcher choose to slay a succubus, they must act quickly. Succubi are known for the surprising brute strength. They can also be accomplished spell-slingers in their own right, commanding fire with natural aptitude.

The simple flashes of fire that a succubus can call upon can disrupt any sword technique a witcher is capable of, and there is no defense save for Quen, or frantic rolls away from the flames.

Relentlessness is key. A succubus cannot be allowed to control a battle. Explosive bolts or Aard can disrupt their spell-weaving, Northern Wind can freeze them in place. A witcher will succeed in slaying a succubus if they can pin them down and unleash a flurry of silver sword strikes.

INSECTOIDS

The two varieties of insectoid are notorious for the terror they've wrought upon unsuspecting humans and nonhumans alike. The arachasae are regular contracts for witchers, due to their propensity for blending into a forest and preying on travelers, farmers, and the animals they tend to. Endrega are the worst sort of ant, possessing massive size and strength, and worse yet, organization.

ARACHASAE

"N'arache aen woed endicen [Let sleeping arachasae lie]."—Elven proverb

Powerful pincers, a maw filled with razor-sharp teeth and venom glands packed with deadly toxins, these constitute the arachas' deadly arsenal. Since people and farm animals make up an important part of these creatures' diet, contracts on arachasae in turn constitute an important source of witcher coin.

Once native to the far south, this invasive species migrated north over the course of decades, adjusting as it went to new climates and temperatures. It found damp woodlands and swamps most hospitable and made them its home, making use of the muck and moss found there as blankets during its winter hibernation. The arachas hides its unprotected, sack-like abdomen under a covering of hollow tree-trunks worn on its back.

At first glance, a stationary arachas often looks like a part of the forest undergrowth, a fact it uses to deadly advantage when hunting. It usually begins a battle by spitting venom, then tries to grab its prey with prehensile feelers in order to drag it within reach of its crushing pincers.

ARMORED ARACHASAE

"That's the kinda john we call an 'armored arachas.' Hard and prickly on the outside, but get 'im undressed and everything's soft and squishy."—Foxy Lisa, Maribor prostitute

An arachas' only weakness is its soft, sensitive abdomen. Some arachasae hide this under hollow tree stumps, while other, "armored" varieties exist which have grown a thick carapace that covers all the more delicate parts of their bodies.

An armored arachas is a true behemoth. It uses its enormous mass to knock over and trample its victims then devours their crushed remains. Like all arachasae, it is highly venomous, and thus Golden Oriole should always be consumed before fighting it.

It is also worthwhile to stock up on healing potions and crossbow bolts before setting out, for this arachas' thick plating can withstand a great deal of damage, making battles with it a long and exhausting affair.

Loot: Arachas Eyes, Arachas Venom, Chitin Scale, Arachas Mutagen

Environments: Arachas stalk caves and forests throughout the known world. Velen in particular has seen dangerous members of this species take up residence in recent years.

Vulnerabilities: Golden Oriole, Insectoid Oil

COMBAT TACTICS

Once provoked, arachasae of both varieties quickly attempt to close the gap between them and their prey, either by skittering across the ground, leaping at their victim, or by spitting a sticky secretion and dragging the unlucky soul to them.

In close combat an arachas is brutal and fast, its sharp foreclaws lashing out at incredible speeds. Skilled witchers can actually parry these strikes and temporarily stun them.

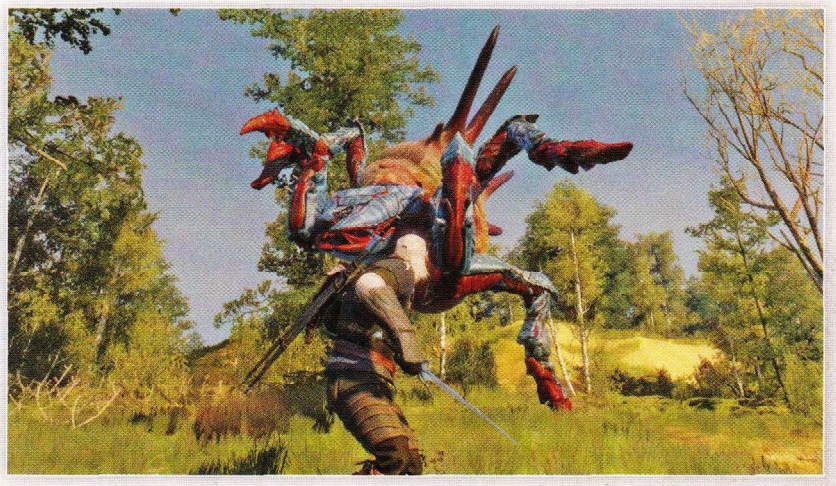
If both forelegs are raised and its mouth is exposed, the arachas strikes with such force that no man, or witcher, alive can hope to stop it. This happens with such speed that the attack may still strike true even if the victim knows it's coming.

Golden Oriole is a must against all insectoids. Bites from an arachas are inherently venomous. They're also fond of spitting venom at distant targets.

Yrden can slow arachasae down just enough that melee combat is made simpler.

Good bolts for a crossbow can be of great help against arachasae, particularly when they open their mouths wide.

The armored variety of arachasae can resist sword strikes even more than the other species. The carapace surrounding their abdomens are particularly problematic.



ENDREGA DRONES

Loot: Endrega Heart, Endrega Chitin Plates, Venom Extract, Chitin Scale

Environments: Found in around caves or abandoned structures in Velen and Skellige.

Nests: Endrega nests can be found in caves or secluded forested regions, typically within reasonable distance of potential food sources.

Vulnerabilities: Golden Oriole, Insectoid Oil

"Lazy, good-for-nothing men are sometimes called drones. That's an insult to endrega drones, who at least get off their arses to fight."—Evelynn Harker, herbalist

Endrega males (called 'drones') are gluttonous creatures whose only aim in life is to eat, fight and reproduce. Yet when venturing outside their nests, these aggressive hunters attack any and every creature they come across.

Endrega drones live but brief lives, the culmination of which comes in the autumn when they fertilize the queen. They pass the time leading to that moment protecting the colony's territory. Weaker drones die in these battles, while the largest and strongest survive. These elect individuals' genes are passed down to the next generation of endregas, while they themselves are killed after fertilization takes place and their bodies used to feed the hive during the long winter months.

Drones are easy to identify thanks to their distinctive, cone-shaped abdomens. Unlike other endregas they can attack from a distance, sending out volleys of poisoned quills. As with all of their kind, bleeding has no effect on them and insectoid oil does them great harm.

COMBAT TACTICS

Endrega drones can shoot poisoned quills at distant targets from their abdomens, or attack with their pincers. Golden Oriole can neutralize the poison and prevent aggravated damage from the wounds.

Drones are extremely aggressive and territorial. Once they get close, they try to stay close. If multiple drones are present, Northern Wind bombs can halt one or two of the beasts, giving witchers a moment to regain control of the situation. Yrden is also useful at containing drones.

Endrega do not bleed as profusely as men and witchers do. It takes several good swings to crack their natural armor.

ENDREGA WARRIORS

Loot: Endrega Heart, Endrega Chitin Plates, Venom Extract, Chitin Scale

Environments: Found in and around caves or abandoned structures in Velen and Skellige.

Nests: Endrega nests can be found in caves or secluded forested regions, typically within reasonable distance of potential food sources.

Vulnerabilities: Golden Oriole, Insectoid Oil

"Scared of these endregas, are you? Just wait till you see the warriors."—Klaus Altman, forester

Endless waves of endrega workers are enough to overcome most attackers, but when confronting more dangerous foes, endrega colonies unleash their larger, stronger members—the so-called warriors. This caste lives only to fight, and gets ample opportunity to do so while defending the colony's borders or conquering new territory.

An endrega warrior's main weapon is its long tail, which is tipped with a club-like growth and spiked with venomous quills. Powerful abdominal muscles allow it to swing this tail with enough force to kill most lesser opponents in one blow.

Endrega warriors also use their mass and strength as a weapon by charging their opponents in an attempted to knock them over. As invertebrates with sectioned carapaces, endrega warriors do not bleed profusely, yet recoil in great pain when hit with a blade coated in insectoid oil.

COMBAT TACTICS

Warriors are as vicious as endrega drones, with the added danger in the form of their poison barbed tail. The tail can counter a witcher's swordplay with ease, and warriors are known to advance on an enemy with the tail first.

As with other endrega, the warrior strain can strike quickly with its jaws and forelegs. It can also charge headlong into the enemy in an attempt to knock them off balance.

ENDREGA WORKERS

Loot: Endrega Embryo, Endrega Heart, Venom Extract, Chitin Scale

Environments: Found in and around caves or abandoned structures in Velen and Skellige.

Nests: Endrega nests can be found in caves or secluded forested regions, typically within reasonable distance of potential food sources.

Vulnerabilities: Golden Oriole, Insectoid Oil

"I thought the workers were harmless. I thought wrong."—Janne the Gimp, trapper.

Workers are the most numerous, and thus the most frequently encountered, caste of endrega. Within the colony their duty lies in building nests and cocoons, acquiring food and caring for eggs and larvae. When threatened they summon warriors to aid them, yet if forced to defend themselves they will—and do so surprisingly well.

Endrega workers are most often found traveling in groups of half-dozen or more members. They move slowly, yet when attacking, they are capable of covering the distance to their victim in the blink of an eye. Like all of their kind, endrega workers are highly venomous. Their bite is toxic, as are any wounds dealt by the bony growths on the ends of their limbs. They can also spew acid to great effect from a distance of several paces. Their usual tactic is to surround their enemy and attack him from several sides at once. Like all insectoids they do not suffer particularly from bleeding, yet are caused great harm by insectoid oil.

COMBAT TACTICS

The pincers and forearms of a worker are venomous, but they can be parried to open the work up to further attacks.

Workers can be surprisingly troublesome to inexperienced witchers, thanks to the speed with which they can use their claws. Sidestep their initial attacks to bring their flanks within reach.

VENOMOUS ARACHASAE

Loot: Endrega Chitin Plates, Endrega Heart, Lesser Glyph of Yrden, Endrega Embryo, Lesser Green Mutagen, Venom Extract, Chitin Scale

Sub-Species/Named Variants: Harrisi

Environments: Venomous arachasae, like other members of the species, favor caves or forests.

Vulnerabilities: Golden Oriole, Insectoid Oil

"Barely nicked me, I'll be fine."—Last words of an unknown hunter

Though all arachasae are highly venomous, this breed produces an especially strong toxin. A few drops are enough to kill a grown man, unless that man is a witcher, whose mutations will neutralize small amounts of this venom. Large quantities, however, will kill anything they touch, with mutations only prolonging an inevitable and painful death in such instances.

Venomous arachasae produce colossal amounts of this toxin and deploy it during combat in many ways. Before striking a venomous arachas will cover its pincers and teeth with a thick coating of this deadly liquid. It will then squirt the venom at its to its opponent to weaken it, and once locked in direct combat, will continue spraying the noxious ooze all around itself, meaning every breath brings its victim closer to death. Like other members of this species, venomous arachasae use prehensile feelers to grab and immobilize their prey. When attempting to fight such a creature a witcher should drink Golden Oriole, which will reduce his body's vulnerability to poison, and then attack from a safe distance with crossbow or bombs before dealing the finishing blows with a silver sword enhanced with a coating of insectoid oil.

COMBAT TACTICS

The poison a venomous arachas secretes during combat is so toxic, simply breathing the fumes around it is enough to kill the average man and threaten the life of a witcher.

Fighting this variety of arachasae up close requires Golden Oriole.

Venomous arachasae are best engaged from afar, leveraging bombs and the highest quality crossbow bolts to weaken the threat. Engage with a silver sword only when the gas bag on the back of the arachas is emptied to avoid a spray of poison.

NECROPHAGES

Local legends have painted necrophages as the dead risen, cursing and hungering for the living, but this is far from the case. It's true that where war, death, and pestilence go, necrophages inevitably follow. Defined by an insatiable lust for flesh, living or dead, the various species of necrophage have seen a population explosion as wars have ravaged the Continent.

ALGHOULS

Loot: Alghoul Bone Marrow, Alghoul Claw, Rotten Meat

Environments: Battlefields and any location where a large number of corpses can be found in shallow graves or left out to rot.

Nests: Found among ghouls and graveirs protecting nests, or leading packs of other necrophages.

Vulnerabilities: Necrophage Oil, Axii

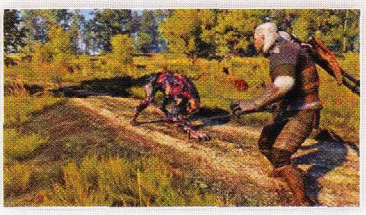
"An alghoul's basically a badarse ghoul"—Yarpen Zigrin, dwarven warrior

Alghouls differ from normal ghouls in size, strength, coloring and, most importantly, intelligence. Whereas ghouls and graveirs are primitive creatures unfit to plan even the simplest ambush, alghouls and their kindred (such as cemetaurs) are capable of forethought, and are thus much more dangerous.

Ghouls seem to possess wits enough to at least know a brighter mind when they see it, and so let alghouls and cemetaurs lead their packs. A pack so led will terrorize all in its path, attacking not only lone travelers but also caravans and even farmsteads. When encountering such a pack the alghoul should be eliminated as a first priority, leaving the other beasts for once their leader is gone. One be particularly careful when fighting alghouls around dusk and at night, when they fight with doubled strength.

During combat alghouls and cemetaurs try risky maneuvers aimed at knocking their opponents to the ground so the others can finish the job by tearing them to shreds. Like a normal ghoul, an injured alghoul can fall into a frenzy and attack with blind fury. An experienced witcher knows to get out of its way on such occasions and strike from behind, while for an inexperienced witcher, such a turn of events often marks the end of his Path.

COMBAT TACTICS



Alghouls are smarter and more powerful than ghouls or graveirs, making them the greatest threat in a ghoul pack. An otherwise coordinated pack becomes less so once the alghoul has been dealt with.

When enraged, an alghoul grows spines on its back. This makes attacking it a very dangerous proposition, as the spines are harmful if you use melee attacks. Axii can force the spines on an alghoul to retract, with the added benefit of temporarily stunning the creature.

An alghoul can emit a piercing scream to stun nearby victims, as well as send nearby ghouls into a raging frenzy.

DROWNERS

Loot: Drowner Brain, Drowned Dead Tongue, Water Essence

Sub-Species/Named Variants: Drowned Dead, Mucknixers, Vodnicks

Environments: Battlefields or any location where a large number of corpses can be found in shallow graves or left out to rot.

Nests: Drowners that congregate in large enough numbers inevitably create nests near sources of water and food.

Vulnerabilities: Necrophage Oil, Igni

"When at the water's edge, you gotta be quiet. First of all, so as not to scare the fish. Second, so you don't attract drowners."—Yanneck of Blaviken, fisherman

A drowner resembles a corpse dredged from the bottom of a pond. It is sickly blue or green in color, with slime and sludge oozing out of every pore and the acrid stench of rot wafting off of it. That is why it is often thought drowners—along with their more dangerous cousins: vodniks, mucknixers and drowned dead—arise from the bodies of those who drown in shallow water: lost travelers falling into bogs, children who swim too far from the shore or, in the case of vodniks, inebriated peasants who stumble off narrow swamp trails.

Like so many other beliefs about monsters, this one is false. While drowners do look like humans from a distance, witchers, who have the dubious pleasure of examining them from close quarters, have reported the numerous ways in which their anatomy differs from our own. Their scaly skin, gills and dorsal fins suggest drowners and their like are an entirely foreign species.

The adaptations mentioned above make drowners excellent swimmers, well-suited to the muddy waters of the ponds and lakes in which they dwell. They often cluster near human settlements, which are for them an excellent source of food.

Cowardly creatures by nature, they usually stick to eating scraps they dig out of rubbish piles and animal carcasses. Yet if a lone traveler or careless fisherman strays into their territory, they turn from scavengers to fearsome predators. They can attack with lightning speed, taking their victim by surprise and pulling him into the water to drown. If not particularly hungry at the moment, they will keep their prey under the water for a few days, aging it until it grows deliciously tender and rotten. Drowners are particularly active at dusk and during the night, especially if the rain is falling, at such times they will even leave their watery homes and venture inland.

Drowners, mucknixers, vodniks, and drowned dead all live in putrid, rotting filth, and so have developed a high resistance to poison. Though humanoid in form, they are primitive creatures no more intelligent than carp or pike. That is why spells affecting the mind, the Axii Sign included, are ineffective against them. Yet they are particularly vulnerable to magic drawn from the element of fire, including the Igni Sign.

COMBAT TACTICS

Drowners are predominantly pack creatures by nature, usually in groups of three or greater. You know they have spotted you if they burrow into the ground. This is a sure warning sign that they're preparing to ambush if you encroach further on their territory.

Drowners are quite weak to Igni, susceptible to being lit afire and stunned while they screech in agony. When attacked by multiple drowners, it's possible to catch the pack in an Yrden trap, then blast the drowners with Igni.

You can counterattack the claw swipes from a drowner, causing a bit of extra damage to them. However, this can be quite difficult when multiple drowners are attacking. They can interrupt your counterattacks with their own attacks. Drowners try to leap at a witcher from beneath the ground. Watch for disturbances at your feet, and roll or dodge to safety.

Drowners react to the deaths of their fellows by screaming in pain. This show of mourning leaves them defenseless for several seconds.

FOGLETS

Loot: Fogling Teeth, Fogling Mutagens, Fifth Essence

Sub-Species/Named Variants: Tangalore, Ignis Fatuus

Environments: Battlefields or any location where a large number of corpses can be found in shallow graves or left out to rot. Also found in swamp-like locations and areas where fog can occur naturally.

Vulnerabilities: Moon Dust, Necrophage Oil, Quen

"If night ever catches you in the swamps, stay put and wait for dawn, even if it means standing waist-deep in water with leeches crawling down your trousers. Most important of all, if you see a light in the fog, never, and I mean never, go towards it."—Johannes Strudd, guide

Fog is the traveler's foe. In the forest, it can make one lose one's way , at sea, it can send one sailing into the rocks. Yet such dangers are nothing compared to the monsters known as foglets which sometimes lurk within it. These creatures have powerful arms and claws like Zerrikanian kinjals, yet what makes them truly dangerous is their mastery of deception, beguilement and disorientation. Many times they need not attack at all, instead simply driving their prey to madness or into boggy marshlands, after which they wait patiently for it to drown in the muddy waters.

Foglets may appear wherever thick fog can arise: swamplands, mountain passes or the shores of rivers and lakes. If no fog is forthcoming, they create or summon it themselves. Quickly thickening air undisturbed by the wind infallibly signals a foglet is present—and preparing an attack.

Thick clouds of mist not only allow foglets to remain unseen, but also serve as their weapons. By manipulating fog they can separate travelers from each other, hide trails and deafen noise. Like ghastly glowworms, their bodies emit a pale light they use to lure those lost in the fog towards the ravines, swamps or caves in which they make their lairs.

Even if a traveler spies his pursuer and manages to attack, the foglet can disappear into thin air before the blade hits its target. Some foglets are additionally said to possess an ability to create complicated illusions rivaling that of human mages. Whether that is true or merely one of the dark legends men tell about these mysterious monsters remains uncertain.

When fighting foglets, a witcher must remain calm and keep his wits about him no matter what. Since foglets can take on immaterial form, a slight shimmer of air or a rustle in the grass might be the only clues a witcher has to their location. Casting the Aard Sign at these beings will cause them to become tangible, giving purchase to blades and other weapons.

COMBAT TACTICS

Rapidly thickening fog tends to be a sign that foglets are close. Prepare Quen if the fog is accompanied by snarling.

Foglets create illusions of themselves that can cause physical harm, while the the real foglet stalks the area. Damaging the illusions disrupts them, and can reveal the foglet's location.

While foglets can disappear, watching for moving patches of fog or grass swaying in a path leading directly to their victims is one way to identify their location. It is possible to counterattack a foglet as they materialize to attack, a good way to begin your offense.

Yrden is particularly useful for buying a witcher time to react to a foglet ambush, slowing down the monsters and disabling their invisibility.

Moon Dust bombs can keep foglets from turning invisible and disrupt their illusions.

GHOULS

Ghoul nests can put you up against four or more ghouls all at once.

Loot: Ghoul Blood, Venom Extract

Sub-Species/Named Variants: Graveirs

Environments: Battlefields or any location where a large number of corpses can be found in shallow graves or left out to rot.

Nests: Ghouls create nests near prime feeding locations, and have been seen working with alghouls and, occasionally, a grave hag.

Vulnerabilities: Necrophage Oil

"Ghouls creep and crawl at night, Eating everything in sight, In a snap they'd eat you, too, Chop you up for a ghoulish stew!"—Children's rhyme

Ghouls and graveirs are hard to describe. In part, they resemble humans—yet on the whole, they are the utter negation of all that is human. Though they have arms and legs like men, they walk on all fours like dogs or badgers. Though they have eerily familiar faces, one searches them in vain for any sign of sentiment, reason or even a spark of consciousness. They are driven by one thing and one thing only: an insatiable craving for human flesh.

Ghouls and their more dangerous cousins, graveirs, usually feed in small groups, at times led by an alghoul. Since they delight most in the taste of fresh carcasses, they appear wherever newly-dug graves are to be found: cemeteries, crypts, catacombs and battlefields. Whenever the opportunity arises they hunt the living as well, especially when they have strength in numbers.

In a one-on-one fight with a trained witcher, a ghoul poses little threat, but one must remember that wounded individuals can erupt in a mad frenzy. At such times they attack fiercely, paying no heed to their own safety and brushing off all wounds. One must likewise bear in mind that ghouls and graveirs are particular dangerous around dusk and at night.

COMBAT TACTICS

A lone ghoul is a threat only to careless or unskilled witchers. While not explicitly vulnerable to Yrden, this trap Sign slows ghouls down for easy dispatching.

Ghouls are rarely found alone. Packs of three or more often circle around Geralt rapidly, attacking from the flanks while he is occupied by another. Setting Yrden down at your feet allows you to better react when the rush inevitably comes.

Do not attack a ghoul too aggressively with your sword. They can counterattack through your own strikes, trading their blood for some of Geralt's.

Ghouls can leap at Geralt from quite a distance. Be ready to dodge this attack, or have Quen refreshed to tank the hit. Listen for ghouls shuddering and snarling in place after an injury. This is a sign that they are enraged. They will aggressively leap at their victims, sprint around them to confuse them. Enraged ghouls will also regenerate their wounds.

Alghouls can be found in command of higher level packs of ghouls and graveirs.

GRAVE HAGS

If at all possible, fight grave hags during the day. At night, they grow bolder and stronger.

Loot: Grave Hag Ear, Hag Teeth, Venom Extract, Greater Triglav Runestone, Grave Hag Mutagen

Sub-Species/Named Variants: Mourntart

Environments: Battlefields or any location where a large number of corpses can be found in shallow graves or left out to rot.

Nests: Grave hags have been seen near ghoul nests. Some are intelligent enough to create dwellings of their own, as opposed to resorting to natural locations near feeding grounds.

Vulnerabilities: Black Blood, Necrophage Oil, Yrden, Quen

"Cremation, now that's one thing men could learn from gnomes. Burying bodies out in the fields, why, it's like laying out a welcome mat for monsters! Best case scenario, some ghouls will sniff them out, eat their fill and be on their ghoulish way. But if, gods forbid, a grave hag takes to feeding at your cemetery, you'll have no end of trouble."—Jacques de Villepin, Oxenfurt Academy

Few monsters' names fit as well as grave hags'. As one might guess, they resemble aged, deformed women who loiter near graveyards and battlefields. Grave hags feed on human corpses, and in particular on the rotten marrow which they slurp from human bones using their long, prehensile tongues. Once a hag has devoured all corpses within reach, she turns takes to killing men and burying them in the cemetery as she waits for them to decompose.

Grave hags use their tongues in combat to grab or flog their victims. Claws built for digging up buried bodies serve just as well as weapons to rend flesh. Though clumsy in appearance, grave hags move and attack at great speed—sometimes even a witcher's reflexes are too slow to avoid their blows.

Grave hags are territorial creatures. Their lairs resemble caricatures of human homes and are built near burial sites. They venture out at night to hunt, stalking straggling travelers or mourners too lost in their grief to notice the setting of the sun. On rare occasions hunger-driven grave hags will hunt during the day. They are less dangerous at such times, for sunlight weakens them considerably.

COMBAT TACTICS

Grave hags are territorial and aggressive when provoked, using their great speed to rapidly close on prey. You should always have Quen active, and Yrden prepared for use, in the event that a hag is spotted before combat begins. This provides the best chance to defend yourself.

The tongue of a grave hag can surprise even veteran witchers with the speed and range it can lash out. Being struck by it can cause temporary blindness, leaving the victim unable to properly defend themselves. However, a well-timed counterattack can sever the tongue.

While not explicitly vulnerable to Igni, igniting a grave hag can give a witcher a needed respite from their assault.

The claws of a grave hag are sharp, but not enough that skilled swordplay cannot defend against them. A well-timed parry can stop a maddened hag's claws. The follow-up counter-attack can then open the grave hag up to successive silver sword blows.

Black Blood can be effective at stopping a grave hag that has gotten the best of a witcher in the melee. This is another useful way to push back against their relentless assault.

ROTFIENDS

Loot: Rotfiend Blood, Greater Rotfiend Blood, Necrophage Skin

Sub-Species/Named Variants: Devourers

Environments: Battlefields or any location where a large number of corpses can be found in shallow graves or left out to rot.

Nests: Approaching rotfiend nests is particularly dangerous, due to the explosive nature of the monsters themselves.

Vulnerabilities: Necrophage Oil

"Course it reeks. Think they're called rotfiends because they smell like roses?"—Vesemir, witcher of the Wolf School

Rotfiends resemble decomposing human bodies that have been stripped of their skin. Their presence is given away by the overwhelming stench of the rot which gives them their name. Devourers are a particularly dangerous kind of rotfiend marked by an insatiable appetite for human flesh.

Rotfiends and devourers were once rarities, but in the present age of constant warfare and violence they have become a veritable plague, particularly around battlefields and in disease-stricken areas. Though they feed mainly on carrion, they will at times attack the living. They usually feed in large groups and thus present a danger to lone travelers—especially considering their speed, which is more than a match for a horse at full gallop.

The rotfiend's decomposing body is filled with gasses which are poisonous even to those who, like witchers, are immune to most other toxins. These emissions are also highly flammable, meaning any spark, not to mention a carelessly-cast Igni sign, can lead to an explosion. This is particularly likely after a rotfiend dies, when its body thrashes around in uncontrollable tremors.

Rotfiends and devourers feed in the twilight hours and at night, when they become much more dangerous than during the day.

COMBAT TACTICS

Similar to ghouls and alghouls, rotfiends roam in packs. They are fast enough to run down horse riders, so be wary when traveling near known rotfiend haunts.

The gasses building up within a rotfiend's body are highly unstable and become even less stable as combat with them wears on. When a rotfiend begins to spasm uncontrollably in place, it could be a sign that they're about to explode. It is not safe to stand near these creatures, nor is it wise to try slaying them with a silver sword in this state. They will more than likely explode, possibly ending a witless witcher's career.

Igni can trigger rotfiend explosions quicker. This can be a useful attribute to exploit when confronted by multiple rotfiends.

WATER HAGS

Loot: Water Hag Teeth, Venom Extract, Water Essence, Ducal Water, Ribleaf

Sub-Species/Named Variants: Bilge Hag, Abaya

Environments: Battlefields or any location where a large number of corpses can be found in shallow graves or left out to rot. Water hags prefer to be closer to water sources.

Nests: Water hags have been known to enthrall drowners, using them to guard their lairs. Like grave hags, a water hag is intelligent enough to make their own lairs near water.

Vulnerabilities: Northern Wind, Necrophage Oil, Quen, Igni

"Folk say water hags are drowners' wives. If that be true, 'tain't no wonder why they're so ornery." —Shemhel of Dregsdon

Some tales mention water hags and swamp hints masquerading as lost old women to lure travelers back to the rickety shacks they build in the wetlands. In truth, only a blind man, or a sighted man blinded with drink, could mistake the rank sludge and rotting carrion of a water hag's den for a cozy cottage, and the hideous hag herself for an innocent grandmother. Their wrinkled, wart-covered bodies stand nearly two yards tall, colored a pinkish-green and stinking of muck and fish. Bony growths two spans long stick out from their backs, with hair like a tangle of seaweed and claws that would make a werewolf proud completing the picture.

Like drowners, with whom they often share hunting grounds, water hags and swamp hints dwell near shallow streams, rivers and wetlands. Though bulky, they are excellent swimmers. They can even swim through thick mud with astonishing agility, surfacing beside their victims to attack them with their sickle-shaped claws. They are also able to form this mud into balls, which they toss to temporarily blind opponents.

Water hags are particularly active and dangerous during rainstorms, conditions which furthermore hinder the use of the Igni Sign, usually the most effective weapon against all moisture-loving creatures.

COMBAT TACTICS

Water hags can 'swim' through mud as swiftly as they can through water, and they can use this to ambush their prey. Slow the water hag down with Yrden. A clever witcher can catch a hag with Yrden just as it bursts from the ground, allowing plenty of time to savage it with their silver swords.

The brutal power of a water hag may be familiar to those who have faced a grave hag, but possibly more threatening is their ability to throw balls of mud at the faces of their opponents in order to blind them, and they do this with frightening accuracy. Witchers must keep their eyes focused on a water hag attempting this maneuver so they can evade it with time to spare.

Water hags have been known to work alongside drowners, making these ancient hags some of the most dangerous monsters. In these situations, it may help to carry Dragon's Dream bombs. Combining them with a shot of Igni may set the hag and the drowners on fire.

Northern Wind bombs are another way to contain a water hag, freezing them and making them more susceptible to physical harm.

OGROIDS

Ranging from massive cyclopses to the deceptive nekker, the ogroid family of monster is surprisingly diverse, requiring a variety of tactics and approaches to fighting them. One thing that ultimately defines the ogroids are their propensity for brute strength, even the dimunitive nekkers can grow into terrifying forces of nature.

CYCLOPSES

Loot: Cyclops Eye, Old Bear Skin, Infused Shard, Orens

Sub-Species/Named Variants: Speartip

Environments: Prefer caves and mountain regions. Caer Mohren's witcher trainees have long been tested by a cyclops lurking in the caves near the aging castle.

Vulnerabilities: Ogroid Oil, Axii, Quen, Grapeshot, Yrden

"How about this... we take a big stake, sharpen its tip, jam it in the cyclops' eye, then sneak out of the cave disguised as sheep. How's that not a good idea?"—Odess Thaka, traveler. Died tragically on Spikeroog

Cyclopses can easily be recognized by the single eye located in the center of their foreheads. If for some reason that is not visible, other tell-tale signs are their enormous size, incredible strength and a seething hatred for all humans.

Evidence suggests cyclopses can live for an incredibly long time. The one well-preserved specimen whom scholars have examined and documented—a body found in 1112 and taken to Oxenfurt specialists—was over three hundred years old at the time of its death. The remains of this specimen could until recently be seen in the Academy's zoological museum, but they were removed from display after students tried to dress the cyclops in a toga, damaging it significantly in the process.

As in the case of giants, one can only guess at the strong and weak points of a cyclops. Its heft alone precludes effective use of the Aard Sign, while its enormous physical strength would make its blows particularly deadly. Cyclopses are most likely vulnerable to ogroid oil. As monsters with relatively well-developed minds, they might also fall under the influence to the Axii Sign.

COMBAT TACTICS

Cyclopses go where they want; even a witcher should move to the side if a cyclops is charging forward.

The strongest witchers cannot parry or block any punch or slap delivered by a cyclops, and a mere hop backwards may not be enough to stay out of reach. Roll to the side or behind a cyclops to evade their attacks and reach their vulnerable flanks.

Do not stand in one place when fighting a cyclops. They rarely flinch from anything a witcher can do to them, so they keep trying to fight no matter how many cuts from a silver blade they take.

If a cyclops raises both hands in the air, avoid being anywhere close to the front of it. The resulting ground-pound flattens even the toughest warriors. Cyclopses can also leap into the air, knocking over anyone or anything too close to where they land.

Axii can temporarily confuse a cyclops, giving the witcher time to recuperate while the creature rages at something else.

Getting close to a cyclops is dangerous, but still a necessity for slaying one. The Yrden Sign can help witchers do more work every time they get within sword range of these monsters.

ICE GIANT

Loot: Elemental Essence, White Bear Pelt, White Wolf Pelt, Lesser Glyph of Yrden, Lesser Zoria Runestone, Infused Crystal

Environments: An ice giant has been observed in Skellige; if any exist on the Continent, they've yet to be discovered.

Vulnerabilities: Ogroid Oil, Quen

"Fled one time in my life from the ice giant. And know what? I'm not a bit ashamed."—Rasmund Kvaalkje, Clan Torrdarroch oarsman

This powerful, primeval monster is quite possibly the last of its race. The ice giant resembles a man in many respects, but is blue as frost and taller than a tree. Though it seems capable of reason, all attempts to communicate with it to day have ended in the same way—quick and painful death.

It is hard to provide a detailed description of the ice giant, for no witcher has ever faced it. It is known only from tales and second-hand reports that mix fact with legend. Skelligers claim its skin is blue because it was born of snow and ice, which is, of course, clearly impossible—though it does indeed seem capable of withstanding the fiercest frosts and in fact seems to draw strength from them. It can bind other creatures to its will, sirens in particular. It treats its victims cruelly and is particularly fond of human flesh. It uses simple weapons made from items looted from the bodies of those it has slaughtered.

COMBAT TACTICS

Though similar to the cyclopses in terms of combat ability, there is one aspect of the ice giant that must be cautioned: reportedly, the monster draws its strength from cold weather with blizzards allowing them to reach their physical peak.

Creatures such as the siren can be bound to the will of an ice giant. Witchers should coat their silver swords in oil that affect any potential allies to the ice giant to help eliminate them more quickly.

A Horrval Horn was once crafted to help repel sirens attacking skelligers, knocking them out of the sky with a single blast of noise. Having the horn would be of great use against an ice giant directing them to attack its enemies.

As with a cyclops, evasiveness and footwork are your best defenses against an ice giant. Use Yrden to improve your chances of avoiding any attacks!

ROCK TROLLS

Loot: Troll Skin, Infused Dust, Troll Mutagen

"Man must riddly talk. But no tricksy. Or troll boom man head."—Rock troll dwelling, in a cave on Undvik

If while hiking high in the mountains you come across a walking stone, do not think your eyes deceive you. Instead, draw your sword—for before you stands a rock troll. True, not every encounter with these creatures ends in a fight—while not particularly intelligent, trolls are capable of reason—but it is better to prepare for the worst. Otherwise, your hike might end not on the summit, but in their stew.

Trolls are able to use fire and simple tools, and some of them have even mastered the basics of common speech. Though linguistic nuances such as conjugations and declinations escape them, they are extremely fond of riddles, rhymes and all sorts of wordplay, a fact a witcher in possession of a bit of wit can use to his advantage.

If a fight proves inevitable, one must watch out for the stones these trolls throw with great strength and shocking precision. Their powerful, heavy fists also present a danger, for they can buckle even the sturdiest breastplate or cuirass. Since their backs are covered in a layer of rocky growth, blows delivered from behind will not do them much damage. They must thus be fought directly, standing face to face—and preferably armed with a sword covered in a fresh coating of ogroid oil.

Troll information is continued on the next page with ice trolls.

ICE TROLLS

Loot: Troll Skin, Cave Troll Liver, Infused Shard, Troll Mutagen

Sub-Species/Named Variants: Cave Troll

Environments: Trolls prefer rocky and mountainous terrain. They have been known to claim bridges.

Vulnerabilities: Ogroid Oil, Quen

"Our winter's cold and deep, frostbite eats your feet, snow falls down and hides the ground and ice trolls wake from sleep!"—Folk song heard in northern Kaedwen

Climbing to the top of snow-covered peaks is never a safe endeavor. One can slip and fall into a ravine, be buried in an avalanche, or stumble across ice trolls. Unlike the rock trolls found at lower altitudes, these permafrost-dwelling monsters treat every man they encounter as a possible ingredient for a tasty meal.

Luckily ice trolls live atop high mountain ridges so inaccessible they rarely encounter humans, and some suppose this is why they have not mastered the basics of common speech. Others claim their harsh mountain home has stripped them of an ability they once possessed, for in a land of never-ending cold there is no room for mercy or understanding.

Ice trolls are crueler than their rocky kin. Though they use similar tactics in battle (tossing stones and swinging with their mighty fists) they are heartier and stronger than rock trolls and thus more dangerous. Like rock trolls, their backs are covered in thick protective armor, meaning one should never strike them from the rear. Meanwhile their mass means that the Aard Sign cannot move them. Lastly, never think of attacking them during a blizzard. At such times they draw power from the surrounding cold and fight with increased strength.

COMBAT TACTICS

Trolls of both varieties are vicious fighters, and unfortunately must be fought head on. The armor of stone or ice on their backs armors them too well for flanking tactics.

Running away from a troll does not guarantee safety, as they can throw stones with alarming speed and accuracy.

The power and weight behind every punch thrown by a troll means that they cannot be parried. A witcher must be adept at evasion, striking when the opportunities appear, then dodging the inevitable counter-attack.

Some rock trolls can actually be reasoned with, making it possible for a witcher to avoid a fight altogether. This is not the case with ice trolls.

Ice trolls become noticeably more powerful during snow storms. If you can avoid fighting them during during such weather, do so.

NEKKERS

Loot: Nekker Blood, Nekker Claw, Nekker Eye, Nekker Heart, Nekker Warrior Liver, Nekker Warrior Mutagen

Sub-Species/Named Variants: Nekker Warrior, Hagubman

Environments: Nekkers can be found in numbers across the world. They prefer locations near roads, where 'food' regularly passes by.

Nests: Nekker nests can be defended by large numbers of nekkers, with the occasional nekker warrior among them that must be defeated.

Vulnerabilities: Northern Wind, Ogroid Oil, Yrden

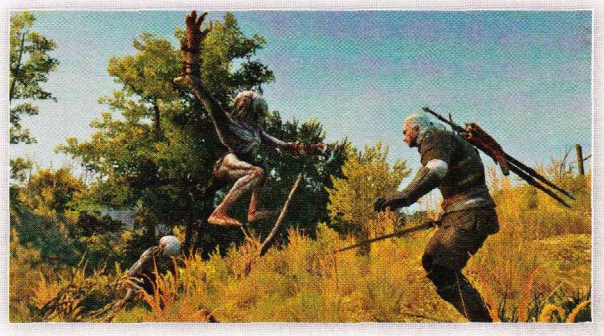
"Take heed, gents, there's nekkers under this here bridge. If you all cross at once, without slowing or stopping, there's nothing to fear. But if your cart throws an axle and you get stuck out there... Well, close your eyes and pray to Melitele."—Kurt Hammerbach, city guardsman in Vengerberg

A lone nekker is harmless. Five are dangerous. Ten can kill even a veteran monster slayer. Particularly troublesome are the larger, stronger individuals known as warriors, as well as the rare breed of nekkers known as phoocas.

Nekkers and phoocas live in the dark woods that grow in damp, mist-filled valleys, in colonies of one to several dozen individuals. They dig deep burrows for lairs and connect them with a network of narrow tunnels. Using these passageways they are able to move at great speed within and around their colonies.

Nekkers always attack in groups and by surprise. They try to surround their prey as quickly as possible, cutting off all escape routes. Luckily their attack is for the most part disorganized, for nekkers are not gifted with great courage and individual nekkers will often hesitate before overcoming their fear and striking. When fighting them one can use this moment of hesitation to kill the braver individuals before finishing off those who remain in the back.

COMBAT TACTICS



Individual nekkers are weak, easy marks compared to other monsters; Nekkers do not tend to fight as individuals. If you see one, expect anywhere from 2-10 more.

Nekkers overwhelm their targets through sheer numbers, surrounding them, then pummeling and clawing victims to death. Even veteran witchers can fall prey to this.

When facing large groups of nekkers, take advantage of bombs such as Northern Wind or Dancing Star. Sufficiently powerful explosives can help thin out a nekker swarm with ease.

Aard can knock a nekker to its back, allowing for swift execution. Aard can also knock over several nekkers at once, a good way to break through large groups of attackers.

RELICTS

Relicts are beasts that are truly unlike any other category found on the Continent. From the brutish fiends and chorts, to the tree-like leshens, and the deceptive sylvans, all relicts could be given another name—demon. Relicts are among the rarest monsters a witcher can face, and are arguably the most dangerous. If the Path leads to a contract on one of these marks, prepare as thoroughly as possible.

DOPPLER

Loot: Doppler Mutagen, Assorted Items and Equipment

Vulnerabilities: Relict Oil

"Your package? Your brother picked it up. You know, you two're damn near identical… Hey! Where you running off to?!"—Hanne Kluger, Postmaster

Dopplers, also known as vexlings or changelings, are beings able to take on the form of any humanoid or animal they please. This transformation is no mere illusion able to be shattered with a simple spell, but an authentic and complete metamorphosis. This means no protective amulets or witcher medallions signal a doppler's presence—they emanate the same aura as the being whose form they have assumed. This, combined with their incredible intellect and cunning, would make dopplers supreme assassins or thieves—had not nature endowed them with generous and timid spirits which make them avoid the shedding of blood at all costs.

When backed into a corner, dopplers can present a grave danger by taking on the form of their assailant (and along with it his strengths and abilities). The sum result is to force the assailant to battle against himself—a battle few can win. Like other relicts, dopplers are extremely vulnerable to silver, and so a silver sword should be used when fighting them. Silver has the additional useful property of forcing a doppler to change form on contact.

COMBAT TACTICS

When a doppler assumes the form of its attacker, it gains some of its skills. In the case of the doppler hunted by Geralt, he gains the ability to use the Active Shield mode for Quen, and can even use blasts of Igni. Additionally, the doppler's swordplay is nearly on par with that of the witcher, he can parry and strike just as swiftly.

Be patient when fighting the doppler. Do not attack when his Active Shield is clearly visible, as the resulting detonation can knock Geralt to the ground. Focus on counter-attacks and parrying. A proper counter creates the best opportunity to land an attack or two of your own.

Yrden and Axii both provide openings to exploit against the doppler. Axii is slightly less useful in that a single strike breaks the effect on the doppler, while Yrden can be used to effectively corral the monster and allow for multiple strikes to land.

After defeating the doppler in Geralt's form, you are given a choice to spare it or finish the fight. If you choose the latter, the doppler drops the Geralt disguise and assumes the form it tried fleeing you with. The fight actually becomes simpler, as the doppler loses the ability to use magic signs, and its swordplay is significantly less aggressive. *Stay patient and remember your defense, exploit openings to the fullest, and you can win.*

CHORTS

Loot: Chort Hide, Raw Meat, Chort Mutagen

Sub-Species/Named Variants: *Howler*

Environments: Chorts make their homes where they please, which means that the Continent and Skellige have been home to these vicious, adaptable beasts.

Vulnerabilities: Devil's Puffball, Relict Oil

"Chorts are smaller than fiends, true. But still big enough to kill."—Agnes Thistle, herbalist from the Black Forest

Chorts are the somewhat smaller kin of fiends and bumbakvetches. Yet any witcher who thinks their diminutive stature means they present no danger commits a grave error—the kind that can end his career permanently. These denizens of dark and ancient woods are some of the most dangerous monsters known to man.

Legends often mistake chorts for sylvans, ascribing to them the ability to speak, stand on two legs, gobble up cabbage, play pranks and work mischief around the household. The arrival of a true chort in a region soon puts an end to such tales. The creatures do not speak, at best communicating with each other through grunts, snorts and moans. They get about on four legs and as for their "mischief." They destroy farmsteads, devouring anything that can be devoured, including cabbage, if such is available, but also extending to poultry, pork, the family dog and then the family itself.

Chorts fight with little finesse, running straight towards their opponent and trying to knock him to the ground with the force of their charge. After downing their foe they bite, kick and strike with their claw-tipped paws. Due to their size and four-legged posture, they are mostly unperturbed by the force of the Aard Sign, and the regenerative powers of their body allow any wounds they receive to heal at a rapid pace.

COMBAT TACTICS

Chorts are speed and brute strength personified, rivaled only by fiends among relicts. They use their arms to pummel, claw, and smash their prey. They also charge with such speed they can barely control themselves as they smash head first into their unfortunate victims.

A stand-up fight against a chort is not an option, even for a witcher. Use their size and speed against them: bait them to charge, roll aside, and hope they run headlong into something they can just charge through. While they recover from this mishap, you can freely cut into their flanks.

A less direct tactic involves using Devil's Puffball bombs to poison the chort. If you can drag it through the toxic fumes, it will breath in the poison, and ideally help resolve the fight sooner.

FIENDS

Loot: Fiend Eye, Fiend Mutagen, Fifth Essence, Fiend Dung

Sub-Species/Named Variants: Morvudd

Environments: Fiends roam and live where they want, but are extremely rare to ever encounter. Caves and forests tend to be their preferred hunting grounds. A fiend has been sighted near Bald Mountain.

Vulnerabilities: Samum, Devil's Puffball, Relict Oil

"I regret to inform Your Grace that Your Grace's son fell while hunting a fiend. He died on the spot, along with his squire, his guide, the beaters, his peasant entourage and his hounds."—Kavin Jell, manager of the Villepin Estate near Vizima

Fiends are walking mountains of muscle capped with horned, tooth-filled heads. Like their rarer cousins, bumbakvetches, they live in thick forests, swamps and bogs. When possible they avoid humans, but when not possible, they kill them, and without much difficulty.

Their size alone makes fiends and bumbakvetches extremely dangerous—one blow from their powerful paws can kill a horse along with its fully-armored mount. Their enormous heft also makes them invulnerable to Aard: even witchers specializing in the power of Signs could not move one even an inch. Furthermore, any wounds they receive heal at lightning speed.

If that weren't trouble enough, fiends need not rely on their strength and Stamina alone when fighting. They can also call on a more refined weapon: the third eye located in the center of their forehead, which they use to draw their prey into a state of hypnosis. During these times their victim does not see anything beyond this single burning eye—the last thing they see before their death.

A fiend's only weakness is its fear of loud noises—bombs such as Samum or Devil's Puffball are thus quite effective when fighting this monster. Furthermore, a blade covered in relict oil can increase a witcher's chances of victory, or at least of walking away from the fight.

COMBAT TACTICS

Consider fiend as one would a chort: incredible speed, strength, and a single-minded desire to kill—only more ferocious, larger, and angrier. They fight very much the same, and can be taken advantage of in similar ways.

The fiend's third eye defines this monster as a force with which to be reckoned. It can lure victims into a state of hypnosis, where all they see is the third eye glowing in the darkness. Inexperienced hunters will die in the seconds that follow. Witchers know to follow that burning eye, and understand to use that to judge precisely when to evade.

A fiend attempting its hypnosis can be interrupted by Signs. A well timed Samum bomb can permanently disable the fiend's third eye and prevent any use of hypnosis.

Fiends are not particularly vulnerable to fire, but it can help to use Igni or other fire-setting bombs to maintain the pressure on the monster.

LESHENS

Loot: Leshen Resin, Ancient Leshen Mutagen, Fiber, Timber, Leshy Mutagen, Infused Shard, Hardened Timber

Sub-Species/Named Variants: Kernun

Environments: Leshens are known to make forests their home, and they will rarely stray from their territory.

Vulnerabilities: Dimeritium Bomb, Relict Oil, Igni, Quen

"We never hunt in these woods. Never. Even if it means the whole village starves."—Mulliver, ealdorman of Hoshberg in lower Aedirn

Leshens dwell in dense, primeval woods. Fiercely territorial creatures, they hunt with stealth and cunning as their only companions. They use their inborn magic to control the plants and animals within in their territory—and so, when stalking them, half the battle is merely getting near enough to strike. Leshens old enough to earn the appellation "ancient" wield advanced skills and tactics that make them particularly dangerous.

In some areas of the world these creatures form the center of local cults. Peasants living near their woods make offerings to them, usually of hares and birds, though human blood is not unheard of. This fact has given rise to many legends about helpful leshens chasing game towards hunters, helping lost travelers find their way in the forest or saving them from bandits. Sadly, these tales do not have an ounce of truth in them. Leshens see men only as sources of energy on which to feed. They drain the life force of those who live nearby until only limpid husks remain.

Some leshens create magic totems that increase their strength, in such cases these totems should be destroyed before or while fighting them. Furthermore, some leshens can create for themselves a kind of immortality in the following way: the leshen wounds a lost traveler passing through its woods with its claws and casts a black magic curse on him. For as long as the individual marked in this way stays near its territory, the leshen will be reborn every time it dies. Such leshens can only be defeated by driving away or killing the person they have marked.

In combat leshens use not only their long claws but also their many allies: wolves, who unfailingly answer their call, or ravens, which harass and distract the leshen's opponent. Leshens are also able to bend plant life to their will and make it aid them in battle. It is a witcher's good fortune that leshens do have one weakness—they are extremely vulnerable to the Igni Sign.

COMBAT TACTICS

Leshens do not fight alone. They can summon swarms of crows to distract and harass their enemies, even call upon wolves to fight with them.

When facing a leshen, watch for them to dig their root like arms into the ground. This is a sign that they are commanding the roots to strike. This attack has surprising range, and can only be rolled away from. Leshens are slow, but powerful melee fighters, and can cause serious injury if allowed. Dodge or roll away from the swipes of their claws.

Igni, and any bombs that can potentially cause fire damage, such as Dragon's Dream, are useful against leshens. While a leshen burns, it will be unable to defend itself.

SYLVANS

Loot: Leather, Orens

Sub-Species/Named Variants: Fugas

Environments: Typically found closer to farms and larders where they can feed. A yaksha known as Fugas has been seen at Bald Mountain.

Vulnerabilities: Samum, Devil's Puffball, Relict Oil, Igni

"Sylvans are cruel, greedy and treacherous. Still, I prefer them to dh'oine."
—Yaevinn, legendary Scoia'tael commander

Sylvans and yakshas, a kindred species, are extremely rare woodland creatures whose appearance combines traits of goats and rotund men. These beings usually pose little danger, for they limit their contact with humans to playing harmless (though often bothersome) tricks and eating crops from their fields.

Sylvans and yakshas resemble men not just in appearance but also in behavior—though it must be said they have adopted more of our vices and weaknesses than strengths. Lazy by nature, they would gladly spend every day in idleness, puffing on pipes, gorging on rich foods and downing strong drinks.

Since sylvans and yakshas enjoy partaking of the fruits of others' labors without asking permission, men do not take to them kindly and at times, fooled by their awkward appearance, will try to solve this problem using force. This often ends in tragedy, for sylvans, despite their corpulent frames, are astonishingly strong and agile. They also emit a powerful and extremely unpleasant scent which can cause even a witcher, whose line of work accustoms him to foul stenches, to gag and feel faint. Watch out in particular for yakshas, which are fiercer and keener on fighting than normal sylvan.

COMBAT TACTICS

Sylvans (such as Fugas, the guardian of the Bald Mountain caves) are deceptive in appearance. That they are fat, and look clumsy, hides almost absurd amounts of physical strength. Melee combat against a sylvan is difficult, even for a witcher. Evade the physical strikes from a sylvan, do not attempt to parry or counterattack.Yrden can allow a witcher time to bring a silver sword into play, but a sylvan can counter this by breathing intense flames that melt through the best armor.

If close-quarters combat is not going well, you should be prepared to make use of long-ranged options. A powerful crossbow loaded with good bolts can keep you relatively safe, while still effective at slaying this beast.

SPECTERS

Men and women who have died in horrible circumstances, who were not laid to rest in proper graves, who felt abandoned or betrayed by those they called lover or friend, or those who simply have regrets over their life, all can potentially return to the world of the living as vengeful wraiths. Dealing with these monsters is a common contract for witchers as war sweeps the known world.

HYMS

Loot: Wraith Essence, Specter Dust, Amethyst Dust, Emerald Dust, Sapphire Dust, Infused Shard

Environments: Hyms can take possession of humans, though they prefer targets who have committed grave crimes, or are emotional and easier to manipulate.

Vulnerabilities: Moon Dust, Specter Oil, Igni

"Some men have got good reason to fear their own shadows."—Svargmitt, An Skellig druid

Monsters most commonly claim innocents as their victims: tardy merchants, reckless children and travelers who wander into dark woodlands out of misplaced curiosity. None of the above need fear hyms, however. These wraiths only latch onto particularly despicable individuals who have committed some unspeakable crime. To all others, they remain completely invisible. When they do show themselves to the one they torment, they appear as a tall, shadow-clad, humanoid silhouette with long, sharp claws.

Yet hyms do not sink these claws into their victims. Instead, they sap their strength indirectly, through inflicting suffering. Speaking in a voice only the victim hears, they drive him to commit acts of violence, aggression and self-harm. A hym will seize on a guilty person's worst fears and weave out of them hideous visions, slowing driving the poor soul into madness.

Those tormented by a hym are incapable of restful sleep, for they are tormented by ever-more-frequent, incredibly-realistic nightmares. At times the victim will become extremely on edge, yelling pleas or threats at invisible phantoms or confessing his guilt out loud in the hope this will end his torment. This act does not, however, bring any relief, for the hym will not leave until it has addled its victim's wits completely or driven him to suicide.

COMBAT TACTICS

Once a hym is exposed possessing a victim, the witcher way of exorcism comes into effect. Moon Dust keeps this spectre corporeal, while a silver sword coated with specter oil finishes the task.

Hyms do not move quickly, compared to other spectres. Their ethereal claws have great reach, and they can sap the life out of their victims with a mere brush, which makes up for their slowness. Evade or roll past the claws and try to strike the hym before it can react. Be aware that after several strikes, the hym will teleport to another corner of its room.

The battle against Udalryk's hym takes place in two phases, one in the main chamber of his old home, and one in the basement. During the first phase, damage the hym whenever possible, using Moon Dust bombs to keep it physically present. This is a long fight, and unless you are significantly stronger than the hym, you will be at this for a while.

When Udalryk begins to succumb to the hym's madness, immediately use Axii on him to force him to remain calm.

Igni and Yrden are both great help at keeping the pressure on the hym. Being lit on fire doesn't have particularly dramatic effect on the hym, but it helps keep it more visible. Yrden slows down the already slow specter, making it easier to deal damage.

When the hym retreats to the cellar, pursue it quickly before it can regenerate. The cellar has candles you must light with igni to help keep the hym corporeal. Continue fighting defensively, evading its claws and striking as openings present themselves until the hym succumbs.

NIGHTWRAITHS

Loot: Nightwraith Mutagen, Nightwraith Dark Essence, Nightwraith's Hair, Wraith Essence, Specter Dust, Infused Dust, Lunar Shards

Sub-Species/Named Variants: Jenny O' the Woods

Environments: No Man's Land has been the site of many battles, many unjust deaths. The growing presence of nightwraiths surprises no man or woman.

Vulnerabilities: Moon Dust, Specter Oil, Yrden

"Nightwraiths exude this immense sadness, this helpless wrath… I fear them, same as anyone. But most of all I feel sorry for them."—Aelline Altsparr, elven trobairitz

Compared to other creatures of the night (katakans, nekurats and werewolves, for example) nightwraiths (and their rarer cousins, duskwraiths) might not seem all that dangerous. After all, one might ask, how much harm could a pale, withered woman in a tattered dress do? The answer: quite a bit. Instead of finding this out the hard way, avoid crossing fields and meadows at night at all costs.

Like noonwraiths, nightwraiths are only found in rural areas. Travelers fall victim to them most often, but if legends are to be believed they also sneak into huts at times and murder peasants in their sleep.

When they attack nightwraiths remain immaterial for most of the time, meaning physical blows pass right through them. They only take on more tangible form for the brief moments in which they strike. When weakened, they will create several projections of themselves which cannot attack directly but act as transmitters of sorts through which the nightwraith can sap her victim's vital energy.

Nightwraiths can turn immaterial and are at such times very difficult to wound. In order to force one to take on corporeal form, trap it with the Yrden Sign or hit it with the blast of a Moon Dust bomb.

Do not believe the old wife tales and think yourself completely safe from nightwraiths during the day. They appear under the light of the sun as well, but are much weaker then than after dusk.

COMBAT TACTICS

Nightwraiths favor the dark. If you seek to claim a bounty on a nightwraith, you have to meditate until the moon hangs in the sky. Unfortunately, this is also when the nightwraith is at its strongest. If you are patient, you can find a nightwraith during the day, when it is at its weakest.

Mostly incorporeal, a nightwraith must be made corporeal, either through Yrden, or Moon Dust bombs. When forced to become corporeal, silver swords can be employed to finish the wraith off.

Bombs and crossbow bolts can destroy nightwraith doppelgangers.

When weakened, a nightwraith can split into three copies of itself. Destroy these with all haste, during this state the nightwraith saps vital energy from nearby sources. Destroying the copies forces the real nightwraith to reveal itself.

NOONWRAITHS

Loot: Noonwraith Light Essence, Specter Dust, Wraith Essence, Noonwraith Mutagen, Infused Dust, Amethyst Dust, Emerald Dust

Sub-Species/Named Variants: The White Lady

Environments: No Man's Land and White Orchard have seen an increase of noonwraiths wandering the land, as war continues to rage across the land.

Vulnerabilities: Moon Dust, Specter Oil, Yrden

"Despite what is commonly thought, peasants do not interrupt their labors at midday to get out of the sun. They do it to avoid noonwraiths."—Vlad Reymond, Peasants and Their Customs

On particularly searing summer days, when the sun reaches its zenith, wraiths will at times appear, resembling sun-scorched women dressed in long, white robes. These are noonwraiths—the spirits of young women and girls who died violent deaths right before their weddings. Driven mad with pain or anger, they wander the fields searching for their unfaithful lovers or backstabbing rivals, though they will kill anyone who does not get out of their way in time. They are often held in this world by some object of intense emotional significance. That is why, if one ever finds a wedding ring or torn veil in the middle of a field, one should not pick it up, but instead back away as quickly as possible.

Noonwraiths are only known to haunt rural areas, and usually stay near the place of their deaths. They prey on peasants working in the fields or children playing nearby.

Noonwraiths do not bleed and are for the most part immune to the effects of witcher Signs. They can create mirror images of themselves which circle their victims in a kind of morbid parody of a dance. This ghastly ritual drains their victims' life energy while adding to their own strength. Noonwraiths are also able to manipulate the physical world to a limited degree, kicking up clouds of dust which temporarily blind and disorient their opponents.

Noonwraiths can turn immaterial and are at such times very difficult to wound. In order to force a noonwraith to take corporeal form, one must first trap it with the Yrden Sign or strike it with a Moon Dust bomb. Once the monster has regained physical presence, one can mount a fast attack with a silver blade, preferably one coated in specter oil.

Contrary to popular belief, noonwraiths can also be encountered at night, but are much weaker then than during the day.

COMBAT TACTICS

Noonwraiths are similar in nature to nightwraiths, save for their preference of the sunlight, and a greater mastery of physical attacks. They can blind foes with dust they kick up. Noonwraiths can also create copies of themselves when threatened, consuming the lifeforce of their victims until they are destroyed.

Bombs and crossbow bolts can destroy noonwraith doppelgangers.

Yrden forces a noonwraith to become corporeal and vulnerable.

PLAGUE MAIDENS

Loot: Wraith Mutagen, Wraith Essence, Specter Dust, Infused Shard, Lesser Glyph of Yrden

Environments: Pesta can appear in the wake of sickness taking the lives of many. In the aftermath of armies trampling through Velen on the march to Novigrad, the disease that follows death in war should make a witcher alert for such monsters.

Vulnerabilities: Specter Oil, Yrden

"Patients seem to have hallucinations of a woman covered in scabs and boils, with rats scurrying about all around her. These ravings subsided after an administration of henbane and poppy extract."
—Joachim von Gratz's notes, Vilmerius Hospital in Novigrad

When plague ravages a region, a spirit will sometimes walk its lands, a ghost resembling an ill woman whose flesh rots off her bones and in whose wake crawls a cavalcade of rats. No one knows whether this spirit brings the pox with her or is merely drawn to it like a moth to a light. Yet it is certain that she delights in dealing pain and suffering, in hearing the howling and moaning of men.

Many have called into question the very existence of plague maidens, or pestae, as they are sometimes called. Only two sightings of such a creature have ever been recorded, both during times of raging epidemic.

As the name "plague maiden" suggests, these wraiths take the appearance of females, though exactly why that is remains a mystery. Some speculate they, like other such specters, arise from the powerful emotional charge associated with certain circumstances of death, such as death preceded by a long and particularly painful illness.

Not much is known about how to fight a plague maiden, though one can assume they possess many traits in common with other phantoms and wraiths. They undoubtedly pose a great danger, though a witcher's immunities should at least prevent him from catching the contagious illnesses they carry.

COMBAT TACTICS

Also known as pesta, a plague maiden is one of the more insidious wraiths a witcher can come across. When provoked, pesta calls forth clouds of plague-ridden insects that seek out their foes. The insect clouds can be destroyed with Igni or a slice of a silver sword. Aard can push the clouds back.

Plague maidens have fewer overt weaknesses compared to other wraiths, but are are still vulnerable to Yrden. This can help keep the maiden still while you strike with a silver sword, but it also means you will be swarmed by the plague clouds.

WRAITHS

Loot: Wraith Essence, Wraith Mutagen, Specter Dust, Amethyst Dust, Emerald Dust, Infused Dust

Sub-Species/Named Variants: Penitent

Environments: Wraiths can appear near cemetaries, or haunting recent battlefields or other scenes of violent death or protracted suffering. With Nilfgaard and Redania at war, wraiths have become far more common.

Vulnerabilities: Moon Dust, Specter Oil, Yrden, Quen

"Finish all your business before you die. Bid your loved ones farewell. Write your will. Apologize to those you've wronged. Otherwise, you'll never truly leave this world."
—Paule Vikar, peasant healer, advice to a dying man

Clerics and scholars are forever debating whether spirits do in fact journey to another world after death, one where eternal joy or suffering awaits. Both groups agree, however, on what happens to spirits who, for one reason or another, remain in our world after their body breathes its last: they transform into wraiths. To hear their mournful howls, one can surmise this is not a fate to be envied.

Wraiths are usually encountered at night, near cemeteries, catacombs and other such burial places, or else near the places that were important to them in life: abandoned homes, crumbling castles or forgotten bridges.

Wraiths suffer endless, indescribable pain. Filled with anger and a sense of having been wronged, they both envy the living and brim with overwhelming hatred for them. Like other specters, they are immaterial, meaning they are not harmed by fire, poison or weapons designed to provoke bleeding.

Wraiths can turn immaterial and are at such times very difficult to wound. One can, however, force them to reassume a physical presence by trapping them with the Yrden Sign or by hitting them with slivers from a Moon Dust bomb. As with any such ghostly being, one should fight them using silver swords, preferably ones smeared with a thick coat of specter oil. Note as well that wraiths are particularly dangerous on moonless nights.

COMBAT TACTICS

Typically encountered at night, wraiths are found in cemeteries, abandoned homes, castles, or battlefields. Wraiths are particularly dangerous during moonless nights.

A wraith attacks victims with sword in one hand, and a latern in the other. Like other wraiths, these spectres can turn incorporeal at any time, so Yrden and Moon Dust are useful tools.

Skilled witchers have been able to counter a wraith's sword with their own silver blades, even while they are incorporeal.

VAMPIRES

The classic tale of the vampire is that he or she disguises themselves as an individual of refined breeding. One that seeks out their victims with the interest one would expect from a person culture. They seduce their prey, drink their blood, and can transform into a bat. Effectively immortal, a vampire can live for decades, even centuries, before they are detected, much less slain.

For one type of vampire, all this can hold true. For other others, they are monsters like any other.

EKIMMARAS

Loot: Ekimma Epidermis, Vampire Saliva, Ekimma Mutagen, Vampire Fang

Sub-Species/Named Variants: Sarasti

Environments: Ekimmaras are intelligent enough to hunt in cities despite the number of potential threats, or stalk remote villages.

Vulnerabilities: Devil's Puffball, Vampire Oil, Igni

"Bah, ain't nothing to fear. Ekimmaras, why, they ain't nothing more than overgrown bats."
—Anonymous city guardsman's last words

Like other vampires, ekimmaras are not, despite what village gossips might say, undead humans. They are instead post-Conjunction monsters who have no particular feelings about garlic, holy water or religious symbols.

Unlike their portrayals in ballads and legends, they look nothing like handsome, pale aristocrats with charming eastern accents, though, like katakans or nekurats, they do bear a strong resemblance to overgrown bats. They also do not suck blood from the necks of virgins with a delicate, kiss-like bite—they tear them to shreds using long, sharp claws and then slurp the splattered blood off the ground.

Ekimmaras are unusually cruel and exceptionally swift. They are able to quickly land blow after blow capable of smashing even the best Mahakaman-made armor into tiny shards. They should be fought with a silver sword, remembering that they can regenerate back health over time. One should thus never attempt to tire them out or, gods forbid, wait for them to bleed to death. Instead, cut them down as quickly as possible and, if possible, burn the body to ash and scatter it to the four winds.

COMBAT TACTICS

Ekimmaras are especially dangerous foes due to their ability to regenerate. They can even outlast a witcher using the finest potions.

Black Blood potions are an effective way to weaken an ekimmara. If you are stricken by their claws, you will bleed profusely. That blood can harm the ekimmara and knock it back, allowing you a brief respite from its assault.

Dodging is essential when fighting ekimmaras. Their claws cannot be parried, and even if Black Blood is an available witcher brew, it is best to avoid being wounded altogether, if you can help it.

HIGHER VAMPIRES

Loot: Orens, Deargdeith, Sapphire Dust, Rubedo

Sub-Species/Named Variants: None

Environments: Higher vampires have been found living among humans in cities. The problem is finding them in the first place. Some vampires have lived for centuries, and cannot be easily caught.

Vulnerabilities: Vampire Oil, Igni

"Men, the polite ones, at least, would call me a monster. A blood-drinking freak."—Emiel Regis, higher vampire

Only a mutual thirst for blood links higher vampires to their distant and much more primitive cousins: ekimmaras, alps, katakans and the like. Higher vampires are, in fact, much more similar to humans than to those bat-like blood slurpers. They not only resemble us in appearance, but also share our intelligence and behavioral patterns. This means they do not squat in distant forests or hide in the shadows. On the contrary, they are particularly fond of cities, where they live out deceivingly normal lives. Even witchers are not capable of recognizing them at once, for their medallions remain perfectly motionless in the presence of higher vampires. Yet all these similarities should not blind us to an essential difference: unlike men, higher vampires are immortal. Those who have faced them in combat and survived can be counted on one hand.

It is a witcher's good fortune that higher vampires are extremely rare, and not all are dangerous to humans. Though they do have a taste for blood, they do not need to drink it to survive. Some higher vampires have renounced feeding on humans altogether and do no harm to anyone, but others give in to their desires. A witcher who braves fighting a higher vampire must bear in mind that he faces a monster endowed with incredible strength, one invulnerable to fire, able to manipulate men and animals, turn invisible and transform into a giant bat—and furthermore one which it is nearly impossible to kill. In other words, even an experienced monster slayer should think twice before accepting a contract on one of these creatures, even if half a kingdom and a princess' hand is in the offing.

COMBAT TACTICS

An exceedingly rare opponent for a witcher, higher vampires possess nearly unmatched strength and intelligence among all foes one could face. When they are transformed into their beastial state, evasion is key to surviving the encounter, but this is made difficult due to their speed.

Higher vampires also favor striking while invisible, appearing only when they are an eyeblink away from sinking their claws into a victim. This makes Yrden absolutely vital both for revealing the vampire, but also for keep it in place long enough to cut it down with a silver sword, ideally coated in vampire oil. Igni is one of the few real weaknesses a higher vampire possesses. Use it if you can, if it catches on fire it will be stunned for a brief moment.

Black Blood is useful… but comes with the obvious risk of allowing the vampire to draw blood in the first place. Do not rely on it to save you. It is best to have Quen prepared to absorb a blow, then cast Yrden to keep the monster in place for your silver sword. Drink a Tawny Owl potion to make it possible for faster Sign usage.

KATAKANS

Loot: Vampire Fang, Vampire Saliva, Katakan Mutagen

Sub-Species/Named Variants: Gael

Environments: Katakans, like their ekimmara cousins, these monsters can hunt just as easily in a city, or in dark caves somewhere in the wilderness anywhere in the world.

Vulnerabilities: Moon Dust, Devil's Puffball, Vampire Oil, Yrden, Igni

"Melitele, Great Mother, protect us from evil, from unclean devils and foul demons, and most of all from the clutches of katakans and nekurats..."—Fragment of a prayer

Katakans and their more dangerous kin, nekurats, are the embodiments of human fear. They hide in the shadows. They feed on blood. They resemble enormous bats, though with long fangs and even longer talons. And, as if that weren't terror enough, they can turn invisible, waiting unseen while dread of their unpreventable attack overwhelms their victim.

When fighting a katakan one must pay particular attention to its shadow—often the only way to know its location.

Katakans are invulnerable to steel, regenerate quickly, and demonstrate acute hearing. To even the odds one can temporarily immobilize katakans using the Yrden sign, then seize that moment to attack with all one's might, for there might not be another chance.

Unfortunately, the legends are wrong and the sun's rays do not turn katakans to ash. They are vulnerable to sunlight, however, and when the sun stands at its zenith their regeneration is considerably slowed.

COMBAT TACTICS

Katakans are notably smarter and more powerful than ekimmaras. Their power only increases at night, and so a witcher should take additional precautions if they hunt one at those late hours. Alternatively, the witcher should wait for daylight, so the katakan's natural regeneration is impaired.

Yrden is one of the most valuable tools when hunting a katakan, undoing its invisibility, allowing a witcher to feed them a silver sword.

Another way to draw out a katakan from invisibility is through the use of Igni, fire-starting bombs, and Moon Dust.

SPECIAL BOSSES

The Wild Hunt commanders you face throughout your adventure are technically humanoids, but they are nothing like the humanoids you normally face out in the world. The crones may have once been human, but their twisted rituals and magic have in turn twisted their bodies into the most dangerous relicts a witcher can face. These special encounters have specific tactics that differ from other combat encounters you will face, and so we have separated them into their own section of the Bestiary.

THE CRONES: BREWESS, WHISPESS, AND WEAVESS

Environments: Velen, Bald Mountain

Vulnerabilities: Relict Oil, Quen

"Sister crones, hand in hand, terrors of the sea and land, thus do go about, about: thrice to thine and thrice to mine, and thrice again, to make up nine."—Macveth, Act 1, Scene 3

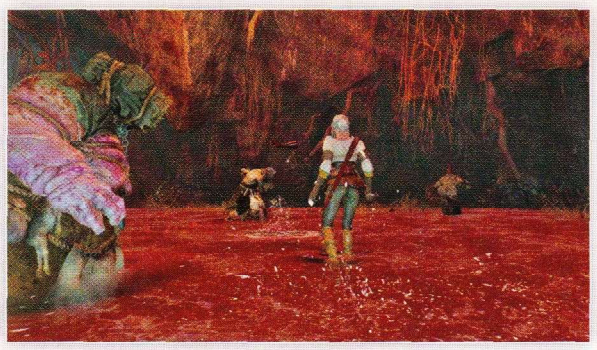
The isolated corners of our world harbor creatures older than humans, older than academies and mages, older even than elves and dwarves. The Crones of Crookback Bog are such creatures. No one knows their true names, nor what breed of monstrosity they in fact are.

Common folk have given these three sisters the names Weavess, Brewess and Whispess, and call the whole threesome "The Ladies of the Wood," or simply "The Good Ladies." The crones act as the true sovereigns of Velen, whose inhabitants they help survive through harsh times in return for unquestioning obedience. They wield powerful magic, but one different from that of mages. They draw power from water and earth and are bound to the land in which they live. The crones can hear everything that happens in their woods, predict the future, twist the threads of human lives and bring blessings as well as curses.

The Crones seem for all intents and purposes to be immortal. Magic elixirs keep them from aging and allow them to take the appearance of young women. These elixirs and their mystical ties to the swamps in which they live also give them supernatural strength and Vitality.

COMBAT TACTICS

The crones are the true rulers of Velen, and are as powerful as they are wicked and hideous. In the aftermath of the assault on Kaer Mohren, Ciri and Geralt strike at the crones in hopes of also reaching one of the Wild Hunt's commanders, Imlerith.



CIRI VS THE CRONES

Fighting the three "Good Ladies" at once would be a tall order for Geralt. For Ciri, newly awakened to a portion of the powers she possesses, this is a good fight. Which is not to say that you can afford to be lax in your defenses.

Brewess, the large rotund crone, should be Ciri's first target. She's the easiest target due to her size, and Ciri can easily evade her melee attacks while attacking relentlessly. You can also use Ciri's teleport slashes to wreck havoc on all three crones at once, but you will defeat them faster by focusing your melee attacks on one at a time, using a mix of fast and heavy attacks.

Whispess, the crone with the red hood hanging over her face, will reach into the bloody water at her feet to throw the limbs of her unfortunate victims at Ciri. Watch out for this and teleport out of the way. Keep your eyes out of disturbances in the water, and avoid standing in them. They can also seemingly explode into a flock of crows that distract Ciri and interrupt her attacks, typically in response to damage they sustain.

For all their bluster, the greatest threat when dealing with the three crones is overconfidence. They do hit fairly hard, if they are allowed to hit. Ciri's speed and ability to teleport can make her safe from anything the crones can throw at her. Stay on the offense, but not to such an extent that defense is neglected.

GERALT VS WEAVESS

This optional battle occurs only during one of the ending paths. See page 334 for details on the version of Something Ends, Something Begins leading into slaying the last crone.

Weavess is far from alone in this battle. Drowners are an almost constant presence, and will continue to arrive in support of Weavess. The fight also begins with a grave hag in the mix. Focus on slaying the other monsters before focusing on Weavess. It helps to come into the fight with necrophage oil already applied to your silver sword, if only to facilitate the prompt removal of Weavess' allies.

Surprisingly fast on her feet, Weavess can quickly escape Geralt without resorting to teleportation. This also makes her a serious threat while Geralt fights off her necrophage allies: she can and will use that distraction to flank the witcher with powerful melee strikes. She can still use her teleport after taking damage, as she did during the battle against Ciri.

This fight can get chaotic very quickly if you do not eliminate the initial wave of necrophages early. Use Yrden to slow down the mob, and blast them with Igni to set them aflame. The time they spend burning is time they spend not moving or attacking Geralt. Tawny Owl is an excellent potion to use throughout this fight, as you will want to make as much use of signs to keep things under control. Black Blood is a way to weaken the drowners and hags that come to the Crone's aid.

Igni is also useful against Weavess, even if she is not explicitly weak to its effects. Weavess will trans form into a flock of crows to distract Geralt and escape his melee range. Use Moon Dust bombs on her to prevent this. Like the drowners and grave hag that assist her, when on fire Weavess is temporarily disabled and you can score several free hits before she recovers.

Use bombs like Dancing Star or Grapeshot to clear the field of lesser creatures. Try to make sure you strike groups of targets with the bombs, rather than wasting one bomb for one monster. The key to fighting Weavess in melee is to make good use of the dodge roll, rolling away from her attacks while still staying in range to exploit opportunities for strong attacks. If you have any strong, explosive crossbow bolts to spare, now is an excellent time to make use of them.

So long as you remain calm, focus on preventing taking damage while maintaining pressure on Weavess, without losing control of the number of enemies that come to support her, vengeance will be yours. It's a tall order to juggle all these factors at once.

NITHRAL

Environments: Velen, Elven Ruins

COMBAT TACTICS

Nithral is a Wild Hunt commander encountered in the Main Quest "Wandering In The Dark'," and he is a very dangerous opponent early in the adventure. Try going into this fight with elementa oil coating your silver sword.

At first, Nithral takes on Geralt and Keira alone. His two-handed axe cannot be parried or countered; dodges and evasive rolls will keep you in one piece. The trick to beating Nithral is to bait him into attacking, dodging away from the attack, and striking with your sword. There is a rhythm to the fight, and if you get it right, between your sword and Keira's magic, Nirthal should not be able to touch you.

After sustaining enough damage, Nithral falls to his knees, summoning a protective shield, and calling forth a portal that summons hounds of the Wild Hunt. This is why it is important to apply the elemental oil! Quickly smash the hounds, the longer your take, the more Vitality Nithral restores while behind the shield!

Once the first wave of reinforcements is defeated Nithral drops his protective energy shield to face you once again. Unfortunately for him, he hasn't learned how not to fall prey to the previous strategy while behind the shield. Once you wittle down his Vitality once more, he summons the shield again, as well as another portal that sends more hounds after you.

This part of the fight can get difficult if you are reckless. Use Samum to blind the warriors, then flank and kill them. Be especially careful around the spear wielding foes, they have a reach advantage on Geralt.

Throughout this fight, the Melt Armor ability that enhances Igni is invaluable. All Wild Hunt warriors and their commanders wear thick armor, and being able to cut down their protection permanently can do wonders.

After the second wave of reinforcements is brought down, Nithral stands alone. Finish him off!

IMLERITH

COMBAT TACTICS

Imlerith's heavy armor, war mace, and shield all serve to make him look intimidating and slow. That illusion should be forgotten as soon as the monstrous Wild Hunt commander teleports behind Geralt at the start of the fight to take a swing for his head with that massive mace. As soon as you can, make use of any potions that can boost your survivability, Tawny Owl, Swallow, Full Moon, and blizzard are all good choices. Players confident in their ability to keep damage to a minimum can imbibe Thunderbolt to make each strike count.

Every time Imlerith teleports, he gains Ice Armor, evidenced by frost growing over his outfit. Melt this off with Igni when openings allow for it. During the final phase of the fight, when Imlerith teleports near incessantly between every attack, you may not have the time to blast off the Ice Armor, and will have to settle with scoring strong attacks though his increased defenses.

The mace cannot be parried or countered, only dodged or rolled away from. Stay relatively close to Imlerith, dodging his swipes and jabs of the mace. The goal initially is to flank him so you can strike at the huntsman behind the shield.

Roll at Imlerith just as he starts to teleport, this will put you out of range of his attacks after he reappears right behind where you were standing.

Imlerith's shield stops nearly everything you can throw at it. He will occasionally use the shield in the middle of melee combinations to knock Geralt to the ground. You can use bombs such as Grapeshot to bypass the shield and buy yourself some breathing room.

Attacking Imlerith is about taking advantage of openings. You can either evade, then strike, or you can catch him in between his own attacks with a fast attack of your own. The latter strategy can go very poorly if your timing is at all off.

Repeated strikes against his shield will cause it to warp and bend, eventually making it possible to knock it aside, leaving an opening to attack.

Dancing Star and Grapeshot bombs can deal damage and break him out of his combination attacks. Samum is incredibly effective at blinding Imlerith, allowing you a chance to flank him and possibly set up a good Rend, if you have that ability.

At roughly 20 percent of his Vitality, Imlerith throws down his shield in a fury, abandoning defense for an all-out assault. He begins swinging the mace wildly, interspersing his attacks with teleports behind Geralt. Again, do not attempt to parry or counter these attacks.

With the right activated Ability from the Signs tree, Igni can reduce Imlerith's effective defense for the rest of the fight. In this final phase of the fight, focus on dodging and rolling to keep Geralt out of harm's way, until Imlerith takes a massive overhead swing that gets the mace stuck in the ground. That is the opening to score a heavy strike on the general. He recovers the instant you strike him, so be prepared to evade another attack from behind when he teleports.

If you have the Fleet Footed Combat Ability activated, you can reduce damage taken if you're caught by the mace in mid-roll.

Above all else, remain patient. Imlerith cannot be interrupted from his furious swipes and teleports in the final phase, so wait for him to make himself vulnerable before attacking.

Tawny Owl is a good potion to have ready, allowing you to quickly regain Stamina for the repeated uses of Igni and Quen needed for this fight.

CARANTHIR

COMBAT TACTICS

There are two parts to this fight, beginning with Ciri. Caranthir attempts to engage in melee combat against the swordswoman, but as you are by now very familiar with, she is incredibly skilled and powerful. Rush him down and slash away with her sword.

He teleports when he takes enough damage, usually far enough away from Ciri that she cannot reach him during her lunging sword strikes. You can either sprint over to him to continue the offensive, or use Ciri's teleport slash to reach him even faster. Beware that Caranthir can also teleport directly behind Ciri for a surprise attack, but this can easily be countered with a fast attack or the teleport slash.

As with Imlerith, Caranthir gains Ice Armor when he teleports. Ciri cannot do anything about that, but Geralt can use Igni to melt the ice and temporarily stagger Caranthir.

Once you deal enough damage to Caranthir as Ciri, an impressive cutscene plays out, with Ciri ending the spell Caranthir has been maintaining. After more drama unfolds, Geralt arrives to finish off the Wild Hunt sorcerer.

Caranthir steps up his efforts to defend himself with Geralt on the scene. One of his new attacks is to summon five lances of light over his head, and after a short delay he will fire them en masse at the witcher. Should he be struck by this barrage, Geralt will be partially frozen, slowing him down and making it harder to avoid other attacks.

Caranthir can also fire singular bolts of this powerful ice magic in fairly quick succession at Geralt. Roll to evade these targeted spells.

As when he fought Ciri, Caranthir teleports after sustaining damage from Geralt. After teleporting, he uses either version of his ice bolts. Work your way to Caranthir as quickly as possible to attack him, lest he teleports again. Striking him as he is preparing his ice bolts will cancel his attacks.

As you wear Caranthir down, he summons ice elementals into the arena. He is vulnerable during the summoning, so take that opportunity to hit him as much as possible before switching your focus to the ice elementals. Use Dimeritium Bombs on the elementals to help weaken them, but don't forget that Caranthir will still be firing his magic at Geralt. You'll have to be mindful of his attacks, while also dealing with the ice elementals own abilities. Try to get rid of these foes first before returning your attention to Caranthir. If you allow multiple elementals to be summoned, it will be that much harder to address the sorcerer.

The ice elementals can be used as cover from Caranthir's ranged magic, if they are standing between Geralt and him.

This can be a punishing and long fight to deal with, so stay focused on limiting the amount of harm Geralt endures. Once you do manage to defeat Caranthir, he will attempt one last suicidal attack, teleporting both himself and Geralt into the waters beneath the ice. Swim for the surface as fast as you can to avoid drowning!

EREDIN

COMBAT TACTICS

The battle against the Wild Hunt overlord begins with him taunting you. Take that time to duck into your items menu and use potions that will help you stay in the fight. Tawny Owl, Swallow, and Full Moon are all good choices if you've made the higher quality brews.

The first phase of the fight can be very short, depending on your skill and your gear. Eredin hits quite hard even against a well-armored witcher.

Eredin's defenses are quite stiff. Reckless attacking will only serve to get you killed when he inevitably counterattacks one of your swings. When he has his sword up in a defensive stance, he will block your attacks unless you manage to flank him.

Remember, if you have Igni boosted with the Melt Armor ability, it helps to blast him early in the fight to permanently lower his defenses.

Like Ciri, Eredin can teleport. He will appear behind Geralt to try and score a fatal series of sword strikes. Roll away from him in those circumstances, it's possible a simple dodge will not get you out of range.

Samum can blind Eredin long enough that Geralt can quickly flank and strike him. He does recover quickly from the bomb's effects, so work fast.

Facing Eredin head on is a dangerous proposition. Not only is he a skilled defender with his sword, he is more than a match on the offense. His strikes come fast enough that it is almost completely unsafe to attempt heavy strikes unless it is after a counter-attack and he is temporarily off balance. If you cannot perform counters, parry or roll out of the way.

Watch for him to raise his sword overhead with both hands. That attack cannot be parried or countered, only evaded. The attack comes quickly, and can be done in the middle of his sword combos, after a teleport, or after he counters Geralt.

The key to fighting Eredin, at any point in the fight, is to dodge or parry any melee attacks, while remaining close enough to score a heavy strike when the opening presents itself. This is a fight won by inches, blow by blow. Getting greedy can be extremely painful for you. Sometimes, it is best to simply wait and parry through his combinations, rather than attempting fancy counters.

Yrden can make parrying and countering his sword strikes easier, but remember that he can teleport out of Yrden to flank Geralt.

Watch out for him to try backhanding or kicking Geralt. These attacks cannot be parried or countered, and if they land will stun the witcher long enough that he may not be able to roll or dodge the follow-up sword slashes.

After losing roughly a quarter of his Vitality, Eredin creates a portal and sends Geralt and himself to an otherworldly arena. This marks the beginning of the second, and most difficult phase of the battle.

In addition to his melee prowess, Eredin gains several new attacks in this arena. The first is the ability to fire shockwaves from his sword. This is often telegraphed by him teleporting to a far point in the area, and holding his sword overhead. He will fire one shockwave first, then three waves in a fan pattern, followed by five. It's a simple matter of running around Eredin to evade the attack, but if you are too far away, the last set of shockwaves can be hard to evade. Use the delay between each attack to close in and score a hit.

After a teleport, Eredin can also call down a storm of ice-laden meteors. Stay on the move, and avoid the projected impact zones, appearing as a patch of ground glowing brighter that the rest. If you get hit, you will be partially frozen and move much slower, making it more likely that you suffer multiple hits. You can run up to Eredin while he channels this spell, and get him to hurt himself with the meteors for a good amount of damage. This immediately cancels the spell, and leaves him open for an attack.

His final new attack is the ability to summon magical spheres at Geralt's feet, which explode after a short delay. As with the meteors, getting harmed by this will partially freeze Geralt and make him much slower on his feet. Keep moving, ideally towards Eredin, and land a heavy strike to cancel the spell. After Eredin falls below a third of his total Vitality, he taunts Geralt again, and he becomes significantly more aggressive. Remain calm, and continue to concentrate on minimizing how much he hits you, while scoring hits whenever he presents the opportunity.

Just before defeat, Eredin will open a portal back to the ship the fight began on, while more ice meteors rain down from above. Follow the elf back through the portal, and finish him off!

Places of Power

Places of Power are stone monuments marked with one of the Signs used by witchers to combat men and monsters. Drawing magic from these places grants a powerful boost to Geralt and enhances the Sign that is marked on the monument. The real boon to Places of Power is that they grant an additional Ability Point. It's worth going out of your way to find all fifteen Places of Power in the game as early as you can, just to have an advantage in the earlier parts of the adventure.

The fifteen Places of Power in the game are spread evenly across three major locations: White Orchard, the combined regions of No Man's Land and Novigrad, and the isles of Skellige.

WHITE ORCHARD

This Place of Power lies within the cemetary of White Orchard.

Nearest Signpost: Mill

Map Location/Page Number: 349

Sign: Igni

A wraith near the Place of Power lures you into the nearby crypt. Once inside, kill it and loot the nearby bodies, chest, and sack. Do not leave without the Viper School diagram.

North of the Spoils of War, this Place of Power does not stand alone.

Nearest Signpost: Cackler Bridge

Map Location/Page Number: 349

Sign: Quen

A pack of level 2 ghouls have gathered near this Place of Power. Make sure to exterminate them before attempting to draw the magic from this place.

Be wary of the ghoul nest next to this Place of Power.

Nearest Signpost: Mill

Map Location/Page Number: 349

Sign: Aard

The ghoul's nest near this Place of Power stops you from drawing the magic unless you kill them and destroy the nest first.

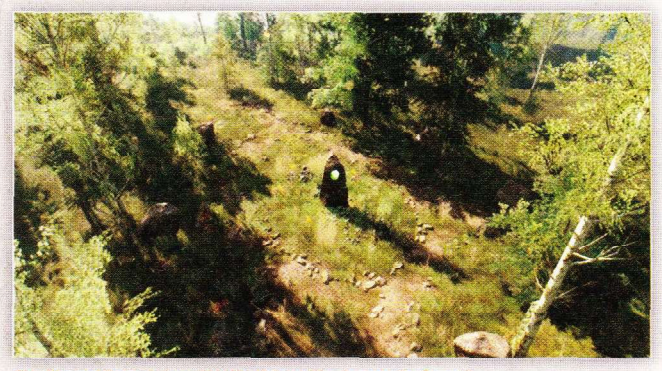
This Place of Power lies within a forested place, guarded by a powerful beast.

Nearest Signpost: Abaondoned Village

Map Location/Page Number: 350

Sign: Yrden

A level 6 Bear guards the ruins this place of power resides in. You will find it deep within the forest near the traveller's road shrine.



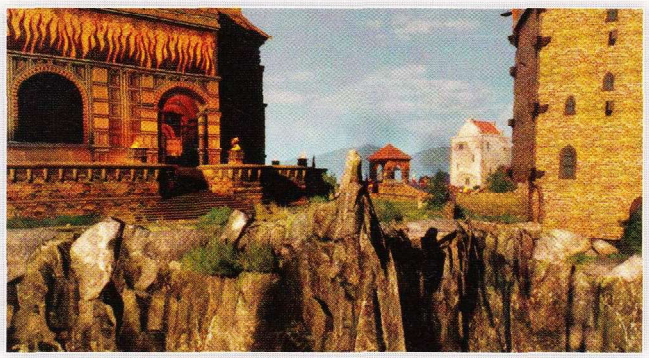
This Place of Power hides within the Vulpine Woods, near the Sawmill.

Nearest Signpost: North of Sawmiill

Map Location/Page Number: 350

Sign: Axii

A level 7 wraith haunts this Place of Power. Don't allow yourself to be caught unaware! Slay it, or at least ensure it is nowhere near before attempting to channel the power.



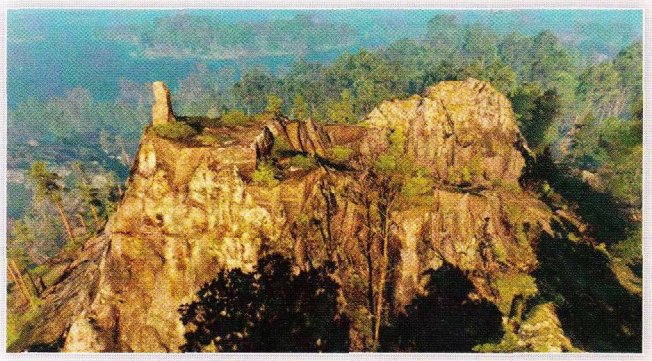
It is a surprise that Eternal Fire adherents have not destroyed this Place of Power.

Nearest Signpost: Elector's Square

Map Location/Page Number: 373

Sign: Igni

Nothing complex about this Place of Power, just try to avoid picking fights with the city guard roaming the area.



This mountain overlooks the village of Downwarren, and hides at its peak a Place of Power.

Nearest Signpost: Downwarren

Map Location/Page Number: 366

Sign: Yrden

The mountain in question is to the west of Downwarren, a simple ride through the woods to the north of it should place you at the base of the peak. From there it is a climb on foot, climbing up ledges and crossing small gaps until you reach the monument.

This Place of Power stands quiet and alone on an isolated beach, but danger lurks in the nearby waters.

Nearest Signpost: Lornruk

Map Location/Page Number: 353

Sign: Quen

Reaching the Place of Power at this location can be a challenge. You must first get down to the waters below and, unless you make it easy on yourself with a boat, you'll have to brave a jump into the waters from the nearby cliffs. The waters surrounding the isle are infested by drowners, which can be problematic if they detect Geralt attempting to draw from the monument.

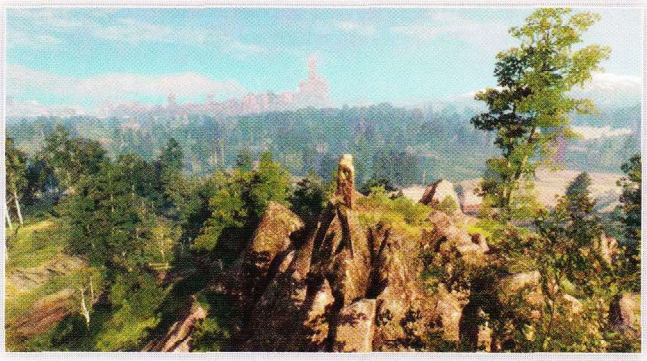
In the marshes south of Frischlow, a Place of Power awaits.

Nearest Signpost: Frischlow

Map Location/Page Number: 364

Sign: Aard

Frischlow is a nearly abandoned town on the lands south of Fyke Isle. Nearly. Level 16 wraiths haunt the place, and will make short work of the unprepared. Farther south of this town lies the Place of Power. If you plan to come to this place early in your adventure, give a wide berth to Frischlow and go straight for the monument, and leave as quickly as you came unless you are ready for the monsters in the area.



Atop a hill near the village Alness, this Place of Power overlooks the lands east of Novigrad.

Nearest Signpost: Alness

Map Location/Page Number: 382

Sign: Axii

Reaching this Place of Power requires you to approach its hill from the north. You need to jump across a large gap from one part of the hill to the peak, where the monument rests.

SKELLIGE

Nearest Signpost: Svorlag

Map Location/Page Number: 402

Sign: Igni

The mountain overlooking the village of Svorlag to its west contains a Place of Power.

The climb to the Place of Power is relatively peaceful, with no serious monster threats. The challenge is first reaching the island where Svorlag is located, then making the climb to begin with.

You'll have to pass through an abandoned building as you follow the path up the mountain. You need the to get a key to unlock the doors of the building, and once you are inside you need to use Aard to break through debris blocking your path.

The real obstacle at reaching the Place of Power is this jump. You must first break this barrier with Aard, then survive your attempt to jump across the gap from the abandoned building to the far ledge. From there, it's a relatively simple climb up the mountain path to the Place of Power.

Nearest Signpost: Gedyneith

Map Location/Page Number: 395

Sign: Aard

The road north from Redgill leads to a Place of Power, and the resting place of a powerful monster.

The biggest obstacle to reaching the Place of Power is a cyclops.

However, you can bypass the big guy by traveling to farther north beyond his courtyard, and climbing up a series of ledges, safely out of the cyclops reach, to reach the Place of Power inside the cave.

Nearest Signpost: Fornhala

Map Location/Page Number: 390

Sign: Axii

Following the mountain path south of the abandoned village of Fornhala, Geralt may come across this Place of Power.

No monsters or complicated climbing puzzles await Geralt at this Place of Power. You can see it to the west of the road if you are traveling south from Fornhala, or on your right. You simply need to make the jump from a ledge to reach the raised hill overlooking the west side of the mountain, where the monument stands.

Nearest Signpost: Harviken

Map Location/Page Number: 399

Sign: Yrden

This Place of Power rests near a monument to Freya, west of Harviken on the isle of Faroe.

The path to this Place of Power is not difficult to follow by itself. It's the packs of white wolves and a forest infested with endrega that make it difficult. If you want to avoid a fight, ride Roach at a full gallop following the rough terrain of the road up a mountain to where the Place of Power awaits.

Nearest Signpost: Yngvar's Fang

Map Location/Page Number: 397

Sign: Quen

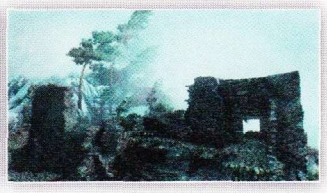
At Yngvar's Fang, overlooking Urialla Harbor, stands the final Place of Power.

Starting from Urialla Harbor, travel north west to the 'Trail to Yngvar's Fang' signpost. From here, the long hike to Yngvar's Fang begins. Your first threat on the path is met only a few dozen paces from the signpost, a maddened rock troll.

Continuing west on the trail forces you to start making risky jumps across some gaps, and climbing up ledges. Sirens and harpies control this area, so be prepared with your crossbow.

Continuing west, you cross another gap and reach a castle ruin. Look for a way to climb up outer area of the castle and reach a continuation of the trail.

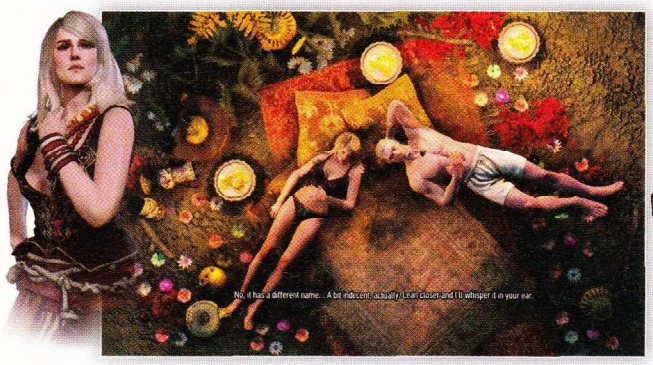
You will know that you are on the right path when you enter a fog-shrouded portion of the trail. This is where the climb becomes far more precarious, with limited visibility making the jumps across gaps feel even more dangerous.

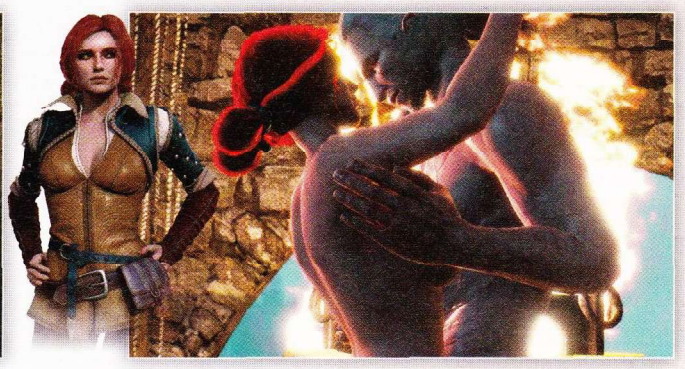


The fog never dissipates, regardless of the time of day. Be mindful of your climb during this last portion. Never run recklessly in the fog, it's thick enough that it can blind you from lethal drops until it is too late. Concentrate on making the jumps and climbs as safely as possible, and you will eventually reach the peak, where the Place of Power awaits.

Carnal Knowledge: Locations

While adventuring, Geralt of Rivia has more than one opportunity to polish more than his steel sword for an evening. There are a number of women that can be wooed into a night of passion. But how many? Who? And where? Glad you asked. The following are the times, quests (where appropriate), and ladies you can spend a romantic evening, or a rutting session, with. Any stipulations are listed in their appropriate quests.



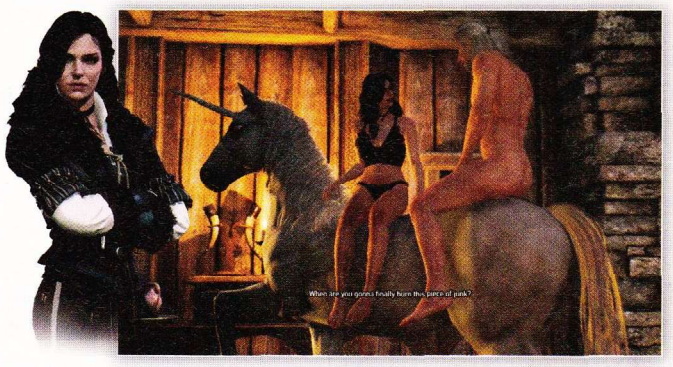


#1: Keira Metz

At the end of Secondary Quest: A Favor for a Friend (see Keira Metz's Quests, on page 88).

#2: Triss Merigold

At the conclusion of Secondary Quest: Now or Never (see Triss Merigold's Quests, on page 127).



#3: Yennefer of Vengerberg (First Encounter)

At the end of Main Quest: The King is Dead—Long Live the King, on a unicorn (see page 137).

#4: Yennefer of Vengerberg (Second Encounter)

During Main Quest: No Place Like Home (see Act II, on page 164).

#5: Jutta An Dimun

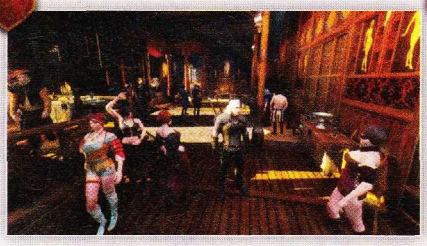
At the end of Secondary Quest: Iron Maiden (see Faroe quests, on page 268).

#6: Madame Sasha

At the conclusion of Secondary Quest: Gwent: High Stakes (see page 311), but Gwent cards are lost in the process.

#7, #8, #9: Strumpets of Crippled Kate's

Visit Crippled Kate's in Novigrad (see page 376), pay 20 crowns, and pick one of three ladies of the night from this knocking shop.



#10, #11, #12: Harlots of Passiflora

Visit the Passiflora in Novigrad (see page 372), pay 40 crowns, and choose one of three strumpets from this high-class whorehouse.

#13: Weavess

Just kidding. Weavess is most definitely **NOT** available for this type of activity. Geralt prefers his sorceresses to be a lot less warty.

GWENT CARD COLLECTING

One of the most lengthy quests you can undertake in your adventure doesn't involve slaying wayward griffins or a warty hag, but instead puts you on the path of locating and collecting Gwent cards, both common and rare. This is Gwent Quest: Collect 'em All (see page 310). The following tables detail every single card, their statistics for your game, and other pertinent information, such as how you can collect each one. Here's what all of the columns of the following tables mean:

CARD (199 AVAILABLE)

The name of the card. The color of the card refers to the deck it can be played from:

	Neutral: From any deck. 31 are available.
	Northern Realms deck. 37 are available.
	Nilfgaard deck. 38 are available.
	Scoia'tael deck. 37 are available.
	Monsters deck. 40 are available.
	Leaders, four from each deck. 16 are available.

CARD RANGE

This determines the place that the unit card will occupy on the board after being played (close, long, and siege ranges).

The following special cards do not have "range," as they are placed differently:

(Weather) Biting Frost will set the power of all cards in melee range to 1.

(Weather) Impenetrable Fog will set the power of all cards in long range to 1.

(Weather) Torrential Rain will set the power of all cards in siege range to 1.

(Weather) Clear Weather—Clears all weather effects

Scorch will destroy all the cards with highest power currently in play (e.g. ALL cards with power 7)

Decoy can be used to remove a previously played card back to the player hand, putting a decoy in its' place.

Commander's Horn will double the power of any cards in a specific Range. This will only happen for the player who played Horn.

CARD VALUE

This determines the power of the card. For example, if the card has ten points and can be placed at close range, then playing it allows you ten points at that range. Only Unit cards have power on them. Special or Weather cards do not.

CARD ABILITIES

Some cards have specific abilities, which are also listed:

Morale Boost: Adds +1 to all units in the row (excluding itself)

Scorch—Close Combat: Destroy enemy's strongest Close Combat unit(s) if the combined strength of all his or her units is 10 or more. ("Scorch" affects the whole board; "Scorch—Close Combat" affects only one row).

Spy: Place on your opponent's battlefield and draw 2 cards from your deck.

Hero: This unit is immune to ANY special effects or abilities.

Tight Bond: Placing this unit next to a card with the same name will double the strength of both cards.

Medic: After playing this card, choose one card from the discard pile and play it instantly (no Heroes or Special Cards).

Agile: *can be placed in either the Close Combat or Ranged Combat row.* Cannot be moved once placed.

Muster: Find any cards with the same name in your deck and play them instantly.

LEADER CARDS

These are cards that can be used once per match, usually to turn the tide of battle. You can have only one Leader card. There are four versions of each leader card, with a different special ability, as follows:

LEADERS: NORTHERN REALMS (KING FOLTEST)

The Steel-Forged—Destroy your enemy's strongest Siege unit(s) if combined strength of all his or her Siege units is 10 or more.

The Siegemaster—Doubles the strength of all your Siege units (unless a Commander's Horn is also present on that row).

Lord Commander of the North—Clear any weather effects (resulting from Biting Frost, Torrential Rain or Impenetrable Fog cards) in play.

King of Temeria—Pick an Impenetrable Fog card from your deck and play it instantly.

LEADERS: NILFGAARD (EMYHR)

The Relentless—Draw a card from your opponent's discard pile

The White Flame Dancing on the Graves of His Foes—Cancels your opponent's Leader Ability.

The Emperor of Nilfgaard—Look at 3 random cards from opponent's hand.

His Imperial Majesty—Pick a Torrential Rain card from your deck and play it instantly.

LEADERS: SCOIA'TAEL (FRANCESCA)

Queen of Dol Blathanna—Destroy your enemy's strongest Close Combat unit(s) if the combined strength of all his or her Close Combat unit is 10 or more.

The Beautiful—Double the strength of all your Ranged Combat units (unless a Commander's Horn is also present on that row).

Daisy of the Valley—Draw and extra card at the beginning of the battle.

Pureblood Elf—Pick a Biting Frost card from your deck and play it instantly.

LEADERS: MONSTERS (EREDIN)

Destroyer of Worlds—Restore a card from your discard pile to your hand

Bringer of Death—Discard 2 cards and draw 1 card of your choice from your deck

King of the Wild hunt—Double the strength of all your Close Combat units unless a Commander's Horn is also present on that row).

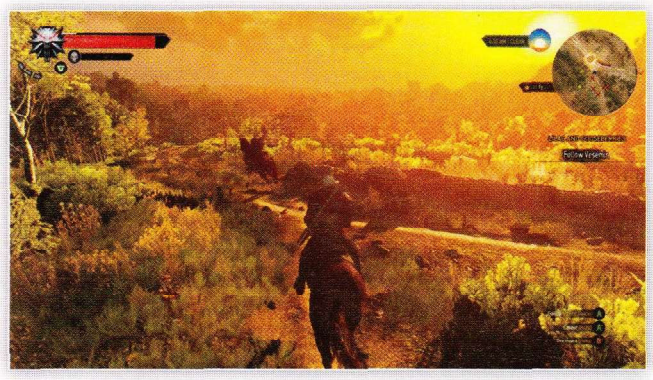
Commander of the Red Riders—Pick any weather from your deck and play it instantly

PRICE

This is the value, in crowns, of the card. For cards you have to purchase, this is the expected price to pay.

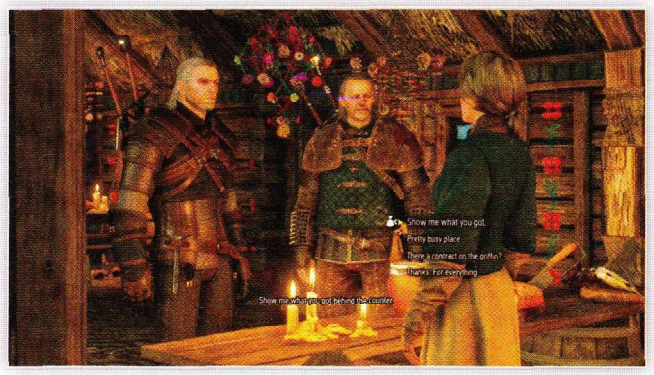
HOW IS THE CARD OBTAINED? TERRITORY. QUEST RELATED? SPECIFIC LOCATION

This is the most important part of the chart for collectors! It tells you, with color-coding so you can see how many cards have similar collectible properties and how to find each card.



BASE DECK

Congratulations! You already have this card!



PURCHASE

This card must be bought from the trader (a merchant, innkeeper, or shop owner) at the location specified.

WIN

This card must be won from the person in question. They are always, unless specified, a merchant or trader. Cross-reference this guide's Atlas. Anyone with the "Merchants and Repairs" icon (the blue circle) may be a Gwent player. Visit them, see if they play Gwent, and challenge them. If you win, you receive a random card. Yes, these cards are all randomly given, so keep playing!

GWENT PLAYERS: HOW TO FIND THEM

If you want to ensure a merchant is a Gwent player, try the taverns, inns, or traders in any village you come across. Always keep your eyes open for new players! Remember that the named traders that you can purchase Gwent cards from are usually players too, so search them out first.

GWENT QUEST

This card is won from a specific individual, as part of one of the Gwent Quests (starting on page 308). They must be faced and beaten in a particular order, so consult the quest first, and follow the objectives mentioned within the quest.

SECONDARY QUEST

This card is acquired during a Secondary Quest. Sometimes it is won during a tournament. Sometimes that card is found as a reward.

OFF THE CARDS: KNOW WHEN TO HOLD 'EM!

It is vitally important that you check the table before embarking on a quest, if you want every single card. Once you finish many quests, certain tournament players won't be seen again. The same goes for characters that might die during your adventure—if they're dead, they can't be challenged to a game of Gwent now, can they?

UNIQUE CARDS

Pay special attention to the cards that appear on the Card Lists only once—this means that there is only one available! Check the chart before you start any related quests, so you know whether a card is available during that quest, and don't subsequently complete the quest without the card. This might be why Gwent Quest: Collect 'em All! might be the most difficult quest of Geralt's life!

GWENT: COMPLETE CARD LIST

NEUTRAL CARDS (31)

CARD	CARD RANGE	CARD VALUE	CARD ABILITIES	TYPE	PRICE	LOCATION	TERRITORY	QUEST RELATED?*	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Decoy	—	—	—	—	20	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Quartermaster's, Baron's Store, Crow's Perch
Decoy	—	—	—	—	20	Purchased from Trader	Novigrad (Gustfields)	Gwent Quest: Collect 'em all!	Trader, Seven Cats Inn
Decoy	—	—	—	—	50	Purchased from Trader	White Orchard	Gwent Quest: Collect 'em all!	Innkeeperess, White Orchard Tavern
Commander's Horn	—	—	—	—	10	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Innkeeper, Inn at the Crossroads
Commander's Horn	—	—	—	—	10	Purchased from Trader	Novigrad	Gwent Quest: Collect 'em all!	Store Trader, Passiflora
Commander's Horn	—	—	—	—	20	Purchased from Trader	Novigrad (Oxenfurt)	Gwent Quest: Collect 'em all!	Stjepan, The Alchemy Inn, Oxenfurt
Scorch	—	—	—	—	50	Purchased from Trader	Novigrad (Grassy Knoll)	Gwent Quest: Collect 'em all!	Innkeeper, Cunny of the Goose
Scorch	—	—	—	—	50	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, New Port Inn, Kaer Trolde Harbor
Scorch	—	—	—	—	50	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, Urialla Village, An Skellig
Biting Frost	—	—	—	—	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Biting Frost	—	—	—	—	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Biting Frost	—	—	—	—	20	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Impenetrable Fog	—	—	—	—	20	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Impenetrable Fog	—	—	—	—	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Impenetrable Fog	—	—	—	—	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Torrential Rain	—	—	—	—	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Torrential Rain	—	—	—	—	—	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Torrential Rain	—	—	—	—	20	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Clear Weather	—	—	—	—	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Clear Weather	—	—	—	—	—	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Clear Weather	—	—	—	—	20	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Geralt of Rivia	Close Combat	15	—	Hero	50	Gwent Quest	Novigrad	Gwent: Old Friends	Thaler, at the Seven Cats Inn
Vesemir	Close Combat	6	—	—	20	Gwent Quest	Novigrad	Gwent: Big City Players	Vivaldi, at the Bank of Vivaldi, Hierarch Square
Yennefer of Vengerberg	Longe Range	7	Medic	Hero	50	Gwent Quest	Novigrad	Gwent: Playing Innkeeps	Stjepan, The Alchemy Inn, Oxenfurt
Cirilla Fiona Elen Riannо	Close Combat	15	—	Hero	50	Gwent Quest	Novigrad (Grassy Knoll)	Gwent: Big City Players	Scoia'Tael Trader and Camp, Novigrad Forest (west of Farcorners, in woods)
Triss Merigold	Close Combat	7	—	Hero	20	Gwent Quest	Novigrad	Gwent: Old Friends	Lambert, at The Nowhere Inn
Dandelion	Close Combat	2	Morale	—	20	Secondary Quest	Novigrad (Gustfields)	Secondary Quest: A Matter of Life and Death (Act I, Novigrad)	Winning a bout during the masquerade ball, Vegelbud Estate
Zoltan Chivay	Close Combat	5	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Emiel Regis Rohellec Terzieff	Close Combat	5	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Villentretenmerth	Close Combat	7	Scorch	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Avallac'h	Close Combat	0	Spy	Hero	20	Gwent Quest	Skellige	Gwent: Skellige Style	Gremita, at Gedyneith, Ard Skellig

NORTHERN REALMS DECK (37)

CARD	CARD RANGE	CARD VALUE	CARD ABILITIES	TYPE	PRICE	LOCATION	TERRITORY	QUEST RELATED?*	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Vernon Roche	Close Combat	10	—	Hero	50	Gwent Quest	Velen	Gwent: Velen Players	Hadko the Card Prodigy, Midcopse
John Natalis	Close Combat	10	—	Hero	50	Secondary quest	Novigrad	Secondary Quest: A Dangerous Game (Act I, Novigrad)	From Ravvy, Golden Sturgeon Tavern
Esterad Thyssen	Close Combat	10	—	Hero	50	Gwent Quest	Novigrad	Gwent: Big City Players	Dijkstra, Bathhouse
Philippa Eilhart	Siege	10	—	Hero	50	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Thaler	Siege	1	Spy	—	20	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, Arinbjorn
Ves	Close Combat	5	—	—	10	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Siegfried of Denesle	Close Combat	5	—	—	20	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Yarpen Zigrin	Close Combat	2	—	—	10	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Sigismund Dijkstra	Close Combat	4	Spy	—	20	Gwent Quest	Velen	Gwent: Velen Players	The Bloody Baron, Phillip Strenger, Crow's Perch
Keira Metz	Longe Range	5	—	—	10	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Sile de Tansarville	Longe Range	5	—	—	10	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Sabrina Glevissig	Longe Range	4	—	—	10	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Sheldon Skaggs	Longe Range	4	—	—	10	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Dethmold	Longe Range	6	—	—	20	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Prince Stennis	Close Combat	5	Spy	—	10	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Trebuchet	Siege	6	—	—	20	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Trebuchet	Siege	6	—	—	20	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Poor F---ing Infantry	Close Combat	1	Bond	—	20	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Poor F---ing Infantry	Close Combat	1	Bond	—	20	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Shopkeeper, in Midcopse, Spitfire Bluff

NORTHERN REALMS DECK (37)

CARD	CARD RANGE	CARD VALUE	CARD ABILITIES	TYPE	PRICE	LOCATION	TERRITORY	QUEST RELATED?*	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Poor F---ing Infantry	Close Combat	1	Bond	—	20	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, in Midcopse, Spitfire Bluff
Crinfrid Reavers Dragon Hunter	Longe Range	5	Bond	—	20	Purchased from Trader	White Orchard	Gwent Quest: Collect 'em all!	Innkeeperess, White Orchard Tavern
Crinfrid Reavers Dragon Hunter	Longe Range	5	Bond	—	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, in Claywich Village, The Mire
Crinfrid Reavers Dragon Hunter	Longe Range	5	Bond	—	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Shopkeeper, in Midcopse, Spitfire Bluff
Redanian Foot Soldier	Close Combat	1	—	—	10	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Redanian Foot Soldier	Close Combat	1	—	—	10	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Catapult	Siege	8	Bond	—	50	Purchased from Trader	White Orchard	Gwent Quest: Collect 'em all!	Innkeeperess, White Orchard Tavern
Catapult	Siege	8	Bond	—	50	Purchased from Trader	Novigrad	Gwent Quest: Collect 'em all!	Store Trader, Passiflora
Ballista	Siege	6	—	—	20	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Ballista	Siege	6	—	—	20	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Kaedweni Siege Expert	Siege	1	Morale	—	20	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Kaedweni Siege Expert	Siege	1	Morale	—	20	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Kaedweni Siege Expert	Siege	1	Morale	—	50	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
Blue Stripes Commando	Close Combat	4	Bond	—	20	Purchased from Trader	White Orchard	Gwent Quest: Collect 'em all!	Innkeeperess, White Orchard Tavern
Blue Stripes Commando	Close Combat	4	Bond	—	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Shopkeeper, in Midcopse, Spitfire Bluff
Blue Stripes Commando	Close Combat	4	Bond	—	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Quartermaster's, Baron's Store, Crow's Perch
Siege Tower	Siege	6	—	—	20	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Dun Banner Medic	Siege	5	Medic	—	20	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.

NILFGAARD DECK (38)

CARD	CARD RANGE	CARD VALUE	CARD ABILITIES	TYPE	PRICE	LOCATION	TERRITORY	QUEST RELATED?*	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Letho of Gulet	Close Combat	10	—	Hero	50	Gwent Quest	Velen	Gwent: Velen Players	Boatbuilder, in Oreton
Menno Coehoorn	Close Range	10	—	Hero	50	Gwent Quest	Velen	Gwent: Playing Innkeeps	Innkeeper, Inn at the Crossroads
Morvran Voorhis	Siege	10	—	Hero	50	Gwent Quest	Novigrad	Gwent: Big City Players	Marquise Serenity, Passiflora
Tibor Eggebracht	Long Range	10	—	Hero	50	Gwent Quest	Novigrad	Gwent: Playing Innkeeps	Olivier, Kingfisher Inn
Albrich	Longe Range	2	—	—	10	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, Crow's Perch (village)
Albrich	Longe Range	2	—	—	10	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, Crow's Perch (village)
Assire var Anahid	Longe Range	6	—	—	20	—	White Orchard	Prologue	—
Cynthia	Longe Range	4	—	—	10	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Quartermaster's, Baron's Store, Crow's Perch
Fringilla Vigo	Longe Range	6	—	—	20	Secondary Quest	Novigrad	Secondary Quest: A Dangerous Game (Act I, Novigrad)	From Caesar Bilzen's house, during the quest
Morteisen	Close Combat	3	—	—	10	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Shopkeeper, in Midcopse, Spitfire Bluff
Rainfarn	Close Combat	4	—	—	10	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, in Midcopse, Spitfire Bluff
Renuald aep Matsen	Longe Range	5	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Rotten Mangonel	Siege	3	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Shilard Fitz-Oesterlen	Close Combat	7	Spy	—	20	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Stefan Skellen	Close Combat	9	Spy	—	50	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Sweers	Longe Range	2	—	—	10	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, in Claywich Village, The Mire
Vanhemar	Longe Range	4	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Vattier de Rideaux	Close Combat	4	Spy	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Vreemde	Close Combat	2	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Cahir Mawr Dyffryn aep Ceallach	Close Combat	6	—	—	20	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Puttkammer	Longe Range	3	—	—	10	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, in Claywich Village, The Mire
Archer Support	Longe Range	1	Medic	—	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, in Midcopse, Spitfire Bluff
Archer Support	Longe Range	1	Medic	—	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, in Claywich Village, The Mire
Black Infantry Archer	Longe Range	10	—	—	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, in Claywich Village, The Mire
Siege Support	Siege	0	Medic	—	20	Purchased from Trader	Novigrad	Gwent Quest: Collect 'em all!	Innkeeper, The Golden Sturgeon
Black Infantry Archer	Longe Range	10	—	—	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, in Midcopse, Spitfire Bluff
Heavy Zerrikanian Fire Scorpion	Siege	10	—	—	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, in Midcopse, Spitfire Bluff
Zerrikanian Fire Scorpion	Siege	5	—	—	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, Crow's Perch (village)
Impera Brigade	close combat	3	Bond	—	20	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, Crow's Perch (village)
Impera Brigade	Close Combat	3	Bond	—	20	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Innkeeper, Inn at the Crossroads
Impera Brigade	Close Combat	3	Bond	—	20	Purchased from Trader	Novigrad (Gustfields)	Gwent Quest: Collect 'em all!	Trader, Seven Cats Inn
Impera Brigade	Close Combat	3	Bond	—	50	Purchased from Trader	Novigrad (Grassy Knoll)	Gwent Quest: Collect 'em all!	Innkeeper, Cunny of the Goose

NILFGAARD DECK (38)									
CARD	CARD RANGE	CARD VALUE	CARD ABILITIES	TYPE	PRICE	LOCATION	TERRITORY	QUEST RELATED?*	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Nausicaa Cavalry Brigade	Close Combat	2	Bond	—	20	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Quartermaster's, Baron's Store, Crow's Perch
Nausicaa Cavalry Brigade	Close Combat	2	Bond	—	20	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Innkeeper, Inn at the Crossroads
Nausicaa Cavalry Brigade	Close Combat	2	Bond	—	20	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, Crow's Perch (village)
Combat Engineer	Siege	6	—	—	20	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Innkeeper, Inn at the Crossroads
Young Emissary	Close Combat	5	Bond	—	20	Purchased from Trader	Novigrad (Grassy Knoll)	Gwent Quest: Collect 'em all!	Innkeeper, Cunny of the Goose
Young Emissary	Close Combat	5	Bond	—	50	Purchased from Trader	Novigrad (Gustfields)	Gwent Quest: Collect 'em all!	Trader, Seven Cats Inn

SCOIA'TAEL DECK (37)									
CARD	CARD RANGE	CARD VALUE	CARD ABILITIES	TYPE	PRICE	LOCATION	TERRITORY	QUEST RELATED?*	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Eithné	Longe Range	10	—	Hero	50	Gwent Quest	Novigrad	Gwent: Old Friends	Zoltan, Rosemary and Thyme
Saskia/Saesenthessis	Longe Range	10	—	Hero	50	Gwent Quest	Novigrad (Gustfields)	Gwent: Old Friends	Vernon Roche, Temerian Resistance Camp
Isengrim Faoiltiarna	Close Combat	10	Morale	—	50	Secondary Quest	Novigrad	Secondary Quest: A Dangerous Game (Act I, Novigrad)	From Zed's house, during the quest
Iorveth	Longe Range	10	—	Hero	50	Secondary Quest	Skellige	Secondary Quest: Shock Therapy (Skellige: Ard Skellig)	From druid after quest, in Gedyneith, Ard Skellig
Dennis Cranmer	Close Combat	6	—	—	20	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Milva	Longe Range	10	Morale	—	50	Secondary Quest	Novigrad (Gustfields)	Secondary Quest: A Matter of Life and Death (Act I, Novigrad)	Winning the tournament during the masquerade ball, Vegelbud Estate
Ida Emean	Longe Range	6	—	—	20	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Filavandrel	Longe Range	6	Agile	—	20	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Yaevinn	Close Combat	6	Agile	—	50	Gwent Quest	Skellige	Gwent: Skellige Style	Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig
Toruviel	Longe Range	2	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Riordain	Longe Range	1	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Ciaran aep Easnillien	Longe Range	3	Agile	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an o pponent (random)
Barclay Els	Close Combat	6	Agile	—	20	Purchased from Trader	Novigrad	Gwent Quest: Collect 'em all!	Innkeeper, The Golden Sturgeon
Hav'caaren Medic	Longe Range	0	Medic	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Hav'caaren Medic	Longe Range	0	Medic	—	20	Purchased from Trader	Novigrad (Grassy Knoll)	Gwent Quest: Collect 'em all!	Innkeeper, Cunny of the Goose
Hav'caaren Medic	Longe Range	0	Medic	—	50	Purchased from Trader	Novigrad	Gwent Quest: Collect 'em all!	Olivier, Kingfisher Inn
Vrihedd Brigade	Close Combat	5	Agile	—	20	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Stjepan, The Alchemy Inn, Oxenfurt
Vrihedd Brigade	Close Combat	5	Agile	—	20	Purchased from Trader	Novigrad	Gwent Quest: Collect 'em all!	Olivier, Kingfisher Inn
Dol Blathanna Scout	Close Combat	6	Agile	—	10	Purchased from Trader	Novigrad	Gwent Quest: Collect 'em all!	Innkeeper, The Golden Sturgeon
Dol Blathanna Scout	Close Combat	6	Agile	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Dol Blathanna Scout	Close Combat	6	Agile	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Dwarf Skirmisher	Close Combat	3	Muster	—	10	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Stjepan, The Alchemy Inn, Oxenfurt
Dwarf Skirmisher	Close Combat	3	Muster	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Dwarf Skirmisher	Close Combat	3	Muster	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Mahakaman Defenders	Close Combat	5	—	—	20	Purchased from Trader	Novigrad	Gwent Quest: Collect 'em all!	Store Trader, Passiflora
Mahakaman Defenders	Close Combat	5	—	—	20	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Stjepan, The Alchemy Inn, Oxenfurt
Mahakaman Defenders	Close Combat	5	—	—	20	Purchased from Trader	Novigrad (Gustfields)	Gwent Quest: Collect 'em all!	Trader, Seven Cats Inn
Mahakaman Defenders	Close Combat	5	—	—	20	Purchased from Trader	Novigrad	Gwent Quest: Collect 'em all!	Innkeeper, The Golden Sturgeon
Mahakaman Defenders	Close Combat	5	—	—	20	Purchased from Trader	Novigrad	Gwent Quest: Collect 'em all!	Olivier, Kingfisher Inn
Elf Skirmisher	Longe Range	2	Muster	—	10	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, Urialla Village, An Skellig
Elf Skirmisher	Longe Range	2	Muster	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Elf Skirmisher	Longe Range	2	Muster	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Vrihedd Cadet	Longe Range	4	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Dol Blathanna Archer	Longe Range	4	—	—	10	Purchased from Trader	Novigrad	Gwent Quest: Collect 'em all!	Store Trader, Passiflora
Hav'caaren Support	Close Combat	5	Muster	—	10	Purchased from Trader	Novigrad (Gustfields)	Gwent Quest: Collect 'em all!	Trader, Seven Cats Inn
Hav'caaren Support	Close Combat	5	Muster	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Hav'caaren Support	Close Combat	5	Muster	—	20	Purchased from Trader	Novigrad	Gwent Quest: Collect 'em all!	Olivier, Kingfisher Inn

MONSTERS DECK (40)

CARD	CARD RANGE	CARD VALUE	CARD ABILITIES	TYPE	PRICE	LOCATION	TERRITORY	QUEST RELATED?*	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Draug	Close Combat	10	—	Hero	50	Gwent Quest	Skellige	Gwent: Skellige Style	Crach an Craite, Kaer Trolde, Ard Skellig
Kayran	Longe Range	8	Morale	Hero	50	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Imlerith	Close Combat	10	—	Hero	50	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Leshen	Longe Range	10	—	Hero	50	Gwent Quest	Skellige	Gwent: Skellige Style	Ermion, Gedyneith, Ard Skellig
Forktail	Close Combat	5	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Earth Elemental	Siege	6	—	—	20	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, New Port Inn, Kaer Trolde Harbor
Fiend	Close Combat	6	—	—	20	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, Arinbjorn
Plague Maiden	Close Combat	5	—	—	20	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Griffin	Close Combat	5	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Werewolf	Close Combat	5	—	—	20	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, Urialla Village, An Skellig
Botchling	Close Combat	4	—	—	10	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, New Port Inn, Kaer Trolde Harbor
Frightener	Close Combat	5	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Ice Giant	Siege	5	—	—	10	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, Svorlag, Spikeroog
Endrega	Longe Range	2	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Harpy	Longe Range	2	Agile	—	20	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, in Harviken tavern, Faroe
Cockatrice	Longe Range	2	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Gargoyle	Longe Range	2	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Celaeno Harpy	Longe Range	2	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Grave Hag	Longe Range	5	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Fire Elemental	Siege	6	—	—	20	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Foglet	Close Combat	2	—	—	10	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, Svorlag, Spikeroog
Wyvern	Longe Range	2	—	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Arachas Behemoth	Siege	6	Muster	—	50	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Arachas	Close Combat	4	Muster	—	20	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, Arinbjorn
Arachas	Close Combat	4	Muster	—	20	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, Urialla Village, An Skellig
Arachas	Close Combat	4	Muster	—	50	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, Svorlag, Spikeroog
Nekker	Close Combat	2	Muster	—	20	Secondary Quest	Novigrad	Secondary Quest: Following the Thread	Beat Lambert, at the Nowhere Inn, near the end of the quest
Nekker	Close Combat	2	Muster	—	10	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, in Harviken tavern, Faroe
Nekker	Close Combat	2	Muster	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Vampire: Ekimmara	Close Combat	4	Muster	—	20	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, Svorlag, Spikeroog
Vampire: Fleder	Close Combat	4	Muster	—	50	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, in Harviken tavern, Faroe
Vampire: Garkain	Close Combat	4	Muster	—	50	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Vampire: Bruxa	Close Combat	4	Muster	—	20	Secondary Quest	Novigrad (Gustfields)	Secondary Quest: A Matter of Life and Death (Act I, Novigrad)	Winning a bout during the masquerade ball, Vegelbud Estate
Vampire: Katakan	Close Combat	5	Muster	—	50	Gwent Quest	Skellige	Gwent: Skellige Style	Jarl Madman Lugos, Kaer Muire, Ard Skellig
Ghoul	Close Combat	1	Muster	—	10	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, in Harviken tavern, Faroe
Ghoul	Close Combat	1	Muster	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Ghoul	Close Combat	1	Muster	—	10	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Crone: Brewess	Close Combat	6	Muster	—	50	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Crone: Weavess	Close Combat	6	Muster	—	50	Gwent Quest	Velen	Gwent: Velen Players	Seer (Old Sage), Benek
Crone: Whispess	Close Combat	6	Muster	—	20	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, Arinbjorn

LEADERS (16)								
CARD	CARD RANGE	CARD VALUE	CARD ABILITIES	PRICE	LOCATION	TERRITORY	QUEST RELATED?*	TRADER OR CHARACTER, AND SPECIFIC LOCATION
LEADERS: NORTHERN REALMS								
The Steel-Forged	—	—	Scorch Siege (if +10)	60	Secondary Quest	Novigrad	Secondary Quest: High Stakes	During quest, Passiflora
The Siegemaster	—	—	Horn on Siege	55	Win from a Merchant or Crafter	*Palace of Vizima*	Main Quest: Imperial Audience (optional)	Reward for beating an opponent (Nilfgaardian Nobleman)
Lord Commander of the North	—	—	Clear Weather	50	Purchased from Trader	White Orchard	Gwent Quest: Collect 'em all!	Innkeeperess, White Orchard Tavern
King of Temeria	—	—	Fog	45	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
LEADERS: NILFGAARD								
The Relentless	—	—	Draw a card from opponent's discard	60	Secondary Quest	Novigrad	Secondary Quest: High Stakes	During quest, Passiflora
The White Flame Dancing on the Graves of His Foes	—	—	Cancel Leader	55	Gwent Quest	N/A	Gwent: Skellige Style	Reward for completing this quest
The Emperor of Nilfgaard	—	—	Look at 3 cards	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Innkeeper, Inn at the Crossroads
His Imperial Majesty	—	—	Rain	45	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
LEADERS: SCOIA'TAEL								
Queen of Dol Blathanna	—	—	Scorch Close Combat (if +10)	60	Secondary Quest	Novigrad	Secondary Quest: High Stakes	During quest, Passiflora
The Beautiful	—	—	Horn on Ranged	55	Gwent Quest	N/A	Gwent: Big City Players	Reward for completing this quest
Daisy of the Valley	—	—	Draw extra card	50	Purchased from Trader	Novigrad (Grassy Knoll)	Gwent Quest: Collect 'em all!	*Innkeeper, Cunny of the Goose*
Pureblood Elf	—	—	Frost	45	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.
LEADERS: MONSTERS								
Destroyer of Worlds	—	—	Nurse a card back in hand	60	Secondary Quest	Novigrad	Secondary Quest: High Stakes	During quest, Passiflora
Bringer of Death	—	—	Discard 2 - Draw 1	55	Gwent Quest	N/A	Gwent: Velen Players	Reward for completing this quest
King of the Wild Hunt	—	—	Horn Close Combat	50	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, New Port Inn, Kaer Trolde Harbor
Commander of the Red Riders	—	—	Pick any weather	45	Base Deck	Geralt of Rivia (You)	Gwent Quest: Collect 'em all!	You start with this card.

Gwent: Most Powerful Card List

NEUTRAL CARDS					
CARD NAME	PRICE	HOW IS THE CARD OBTAINED?	TERRITORY	QUEST RELATED?	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Commander's Horn	10	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Innkeeper, Inn at the Crossroads
Commander's Horn	10	Purchased from Trader	Novigrad	Gwent Quest: Collect 'em all!	Store Trader, Passiflora
Commander's Horn	20	Purchased from Trader	Novigrad (Oxenfurt)	Gwent Quest: Collect 'em all!	Stjepan, The Alchemy Inn, Oxenfurt
Villentretenmerth	10	Reward for beating an opponent (random)	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Scorch	50	Purchased from Trader	Novigrad (Grassy Knoll)	Gwent Quest: Collect 'em all!	Innkeeper, Cunny of the Goose
Scorch	50	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, New Port Inn, Kaer Trolde Harbor
Scorch	50	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	*Innkeeper, Urialla Village, An Skellig*
Avallac'h	20	Purchased from Trader	Skellige	Gwent: Skellige Style	Gremita, at Gedyneith, Ard Skellig
Geralt of Rivia	50	Gwent Quest	Novigrad	Gwent: Old Friends	Thaler, at the Seven Cats Inn
Yennefer of Vengerberg	50	Gwent Quest	Novigrad (Oxenfurt)	Gwent: Playing Innkeeps	Stjepan, The Alchemy Inn, Oxenfurt
Cirilla Fiona Elen Riannon	50	Gwent Quest	Novigrad	Gwent: Big City Players	Scoia'Tael Trader and Camp, Novigrad Forest

NORTHERN REALMS DECK					
CARD NAME	PRICE	HOW IS THE CARD OBTAINED?	TERRITORY	QUEST RELATED?	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Vernon Roche	50	Gwent Quest	Velen	Gwent: Velen Players	Hadko the Card Prodigy, Midcopse
John Natalis	50	Secondary Quest	Novigrad	Secondary Quest: A Dangerous Game (Act I, Novigrad)	From Ravvy, Golden Sturgeon Tavern
Esterad Thyssen	50	Gwent Quest	Novigrad	Gwent: Big City Players	Dijkstra, Bathhouse
Philippa Eilhart	50	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Crinfrid Reavers Dragon Hunter	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, in Claywich Village, The Mire
Crinfrid Reavers Dragon Hunter	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Shopkeeper, in Midcopse, Spitfire Bluff
Catapult	50	Purchased from Trader	White Orchard	Gwent Quest: Collect 'em all!	Innkeeperess, White Orchard Tavern
Catapult	50	Purchased from Trader	Novigrad	Gwent Quest: Collect 'em all!	Store Trader, Passiflora
Blue Stripes Commando	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Shopkeeper, in Midcopse, Spitfire Bluff
Blue Stripes Commando	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Quartermaster's, Baron's Store, Crow's Perch

NILFGAARD DECK					
CARD NAME	PRICE	HOW IS THE CARD OBTAINED?	TERRITORY	QUEST RELATED?	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Letho of Gulet	50	Gwent Quest	Velen	Gwent: Velen Players	Boatbuilder, in Oreton
Menno Coehoorn	50	Gwent Quest	Velen	Gwent: Playing Innkeeps	Innkeeper, Inn at the Crossroads
Morvran Voorhis	50	Gwent Quest	Novigrad	Gwent: Big City Players	Marquise Serenity, Passiflora
Tibor Eggebracht	50	Gwent Quest	Novigrad	Gwent: Playing Innkeeps	Olivier, Kingfisher Inn
Stefan Skellen	50	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Archer Support	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, in Midcopse, Spitfire Bluff
Archer Support	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, in Claywich Village, The Mire
Black Infantry Archer	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, in Claywich Village, The Mire
Black Infantry Archer	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, in Midcopse, Spitfire Bluff
Heavy Zerrikanian Fire Scorpion	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, in Midcopse, Spitfire Bluff
Zerrikanian Fire Scorpion	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Trader, Crow's Perch (village)
Impera Brigade	50	Purchased from Trader	Novigrad (Grassy Knoll)	Gwent Quest: Collect 'em all!	Innkeeper, Cunny of the Goose
Young Emissary	50	Purchased from Trader	Novigrad (Gustfields)	Gwent Quest: Collect 'em all!	Trader, Seven Cats Inn

SCOIA'TAEL DECK

CARD NAME	PRICE	HOW IS THE CARD OBTAINED?	TERRITORY	QUEST RELATED?	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Eithné	50	Gwent Quest	Novigrad	Gwent: Old Friends	Zoltan, Rosemary and Thyme
Saskia/Saesenthessis	50	Gwent Quest	Novigrad (Gustfields)	Gwent: Old Friends	Vernon Roche, Temerian Resistance Camp
Isengrim Faoiltiarna	50	Secondary Quest	Novigrad	Secondary Quest: A Dangerous Game (Act I, Novigrad)	From Zed's house
Iorveth	50	Secondary Quest	Skellige	Secondary Quest: Shock Therapy (Skellige: Ard Skellig)	From druid after quest, in Gedyneith, Ard Skellig
Milva	50	Secondary Quest	Novigrad (Gustfields)	Secondary Quest: A Matter of Life and Death (Act I, Novigrad)	Winning the tournament during the masquerade ball, Vegelbud Estate
Yaevinn	50	Gwent Quest	Skellige	Gwent: Skellige Style	Sjusta the Tailor, Kaer Trolde Harbor, Ard Skellig
Hav'caaren Medic	50	Purchased from Trader	Novigrad	Gwent Quest: Collect 'em all!	Olivier, Kingfisher Inn

MONSTERS DECK

CARD NAME	PRICE	HOW IS THE CARD OBTAINED?	TERRITORY	QUEST RELATED?	TRADER OR CHARACTER, AND SPECIFIC LOCATION
Draug	50	Gwent Quest	Skellige	Gwent: Skellige Style	Crach an Craite, Kaer Trolde, Ard Skellig
Kayran	50	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Imlerith	50	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Leshen	50	Gwent Quest	Skellige	Gwent: Skellige Style	Ermion, Gedyneith, Ard Skellig
Arachas Behemoth	50	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Arachas	50	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, Svorlag, Spikeroog
Vampire: Fleder	50	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, in Harviken tavern, Faroe
Vampire: Garkain	50	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Vampire: Katakan	50	Gwent Quest	Skellige	Gwent: Skellige Style	Jarl Madman Lugos, Kaer Muire, Ard Skellig
Crone: Brewess	50	Win from a Merchant or Crafter	Random	Gwent Quest: Collect 'em all!	Reward for beating an opponent (random)
Crone: Weavess	50	Gwent Quest	Velen	Gwent: Velen Players	Seer (Old Sage), Benek

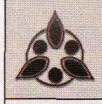
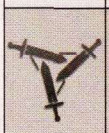
LEADERS

CARD NAME	PRICE	HOW IS THE CARD OBTAINED?	TERRITORY	QUEST RELATED?	TRADER OR CHARACTER, AND SPECIFIC LOCATION
The Siegemaster	50	Purchased from Trader	White Orchard	Gwent Quest: Collect 'em all!	Innkeeperess, White Orchard Tavern
The Emperor of Nilfgaard	50	Purchased from Trader	Velen	Gwent Quest: Collect 'em all!	Innkeeper, Inn at the Crossroads
The White Flame Dancing on the Graves of His Foes	55	Gwent Quest	N/A	Gwent: Skellige Style	Reward for completing this quest
The Relentless	60	Secondary Quest	Novigrad	Secondary Quest: High Stakes	During quest, Passiflora
Daisy of the Valley	50	Purchased from Trader	Novigrad (Grassy Knoll)	Gwent Quest: Collect 'em all!	Innkeeper, Cunny of the Goose
The Beautiful	55	Gwent Quest	N/A	Gwent: Big City Players	Reward for completing this quest
Queen of Dol Blathanna	60	Secondary Quest	Novigrad	Secondary Quest: High Stakes	During quest, Passiflora
King of the Wild hunt	50	Purchased from Trader	Skellige	Gwent Quest: Collect 'em all!	Innkeeper, New Port Inn, Kaer Trolde Harbor
Bringer of Death	55	Gwent Quest	N/A	Gwent: Velen Players	Reward for completing this quest
Destroyer of Worlds	60	Secondary Quest	Novigrad	Secondary Quest: High Stakes	During quest, Passiflora

ACHIEVEMENTS AND TROPHIES

The following table details all the available Achievements (Xbox One and PC) and Trophies (PS4) that are available, and the best course of action for completing them.

QUEST-RELATED 15

Icon	Name	Description	How to complete	Secret?	PS4	XBox
	Lilac and Gooseberries	Find Yennefer of Vengerberg	Complete Main Quest: Lilac and Gooseberries (see page 60).	YES	Bronze	15
	A Friend in Need	Find and free Dandelion	Complete Main Quest: A Poet Under Pressure (see page 117).	YES	Bronze	15
	Necromancer	Help Yennefer extract information from a dead man's body	Complete Main Quest: Nameless (see page 141).	YES	Bronze	15
	Family Counselor	Find the Baron's family (complete the storyline of Velen in Act I)	Complete Main Quest: Family Matters (see page 73).	YES	Bronze	15
	Something More	Find Ciri	Complete Main Quest: The Isle of Mists (see page 167).	YES	Bronze	15
	Xenonaut	Visit Tir ná Lia and convince Ge'els to betray Eredin	Complete Main Quest: Through Time and Space (see page 186).	YES	Bronze	15
	The King is Dead	Defeat Eredin	Complete Main Quest: On Thin Ice (see page 194).	YES	Silver	30
	Passed the Trial	Finish the game on any difficulty	Finish the game on easy difficulty or higher.	—	Bronze	15
	Ran the Gauntlet	Finish the game on the "Blood and Broken Bones!" or "Death March!" difficulty levels	Finish the game on hard difficulty or higher.	—	Silver	30
	Walked the Path	Finish the game on the "Death March!" difficulty level	Finish the game on dark difficulty.	—	Gold	65
	Geralt: The Professional	Complete all witcher contracts	Complete all the Contracts in Velen, Novigrad, and Skellige, beginning on page 274.	—	Bronze	15
	Kingmaker	Complete the subplot about choosing Skellige's ruler	Complete the Clan an Craite Quests, beginning on page 146. This reward occurs after Secondary Quest: Coronation is completed.	YES	Bronze	15
	Assassin of Kings	Take part in the assassination of King Radovid	Complete Secondary Quest: Reason of State (see page 188).	YES	Bronze	15
	Friends With Benefits	Complete the subplot involving Keira Metz	Complete all of Keira Metz's Quests, beginning on page 86. This reward occurs after Secondary Quest: For the Advancement of Learning is completed.	YES	Bronze	15
	Full Crew	Bring all possible allies to Kaer Morhen for the battle against the Hunt	Consult Secondary Quest: Brothers in Arms (see page 166-167) and complete the necessary steps shown. Be aware that previous questing decisions influence the folks you can gather at this point, so read this before you get too far into your adventure! Also, Letho is not needed.	YES	Bronze	15

Icon	Name	Description	How to complete	Secret?	PS4	XBox
	The Enemy of My Enemy	Use the Axii Sign to force one opponent to kill another. Do this 20 times.	Use the Axii Sign to force one opponent to kill another. Do this 20 times. This obviously occurs during fights with groups of enemies, such as drowners, nekkers, ghouls, or humans. When left with 2 enemies, bring one's vitality low, then use alternate Axii on another one—he'll quickly dispose of the weakened enemy.	—	Bronze	15
	Humpty Dumpty	Kill 10 opponents by knocking them off somewhere high with the Aard Sign	Kill 10 opponents by knocking them off somewhere high with the Aard Sign. Coax enemies to fight by cliffs, beckoning them up, and then to their doom!	—	Bronze	15
	Environmentally Unfriendly	Kill 50 opponents using the environment (e.g. swamp gas, insects or objects)	Kill 50 opponents using the environment: Ignite swamp gas. Blow up explosive barrels. Use Aard on wild bee-hives when a foe is near. Remember to wound the foe first, so the environmental attack kills them. It's easiest to return to areas where environmental effects appear frequently, such as Crookback Bog swamp.	—	Bronze	15
	Kaer Morhen Trained	Make 10 successfull counterattacks in a row without getting hit or parrying	Perform 10 effective counterattacks in a row without getting hit or parrying. Choose foes that are easy to parry, such as humans.	—	Bronze	15
	Can't Touch This!	Kill 5 opponents during one combat encounter without taking any damage (except toxicity) and without using Quen sign	Kill 5 opponents in one fight without taking damage (except toxicity damage) and without using Quen. Weaker group fights with nekkers, ghouls, humans, or drowners is encouraged. Learn how to use dodge/roll/counter to your aid, select slow enemies. Also, throwing bombs might help to reduce enemy count quickly.	—	Bronze	15
	That Is the Evilest Thing...	Ignite the gas produced by a Dragon's Dream bomb using a burning opponent. Do this 10 times.	Ignite the gas produced by the Dragon's Dream bomb using a burning opponent 10 times. This is achieved using Igni. Apply burning to an enemy, and once he's on fire throw Dragon's Dream at him.	—	Bronze	15
	Trial of the Grasses	Fill all mutagen slots	Get to level 28 to unlock all mutagen slots, then place a mutagen in the mutagen slots.	—	Bronze	15
	Dendrologist	Acquire all the Abilities in one tree	As per the description; choose your favorite ability tree and complete it. Check the Training chapter for more information	—	Bronze	15
	Butcher of Blaviken	Kill 5 enemies in under 10 seconds	Kill at least 5 opponents in under 10 seconds. Choose weaker foes and gradually decrease their vitality but don't kill them. Then start finishing them off fast—area effects like bombs, marsh gas and Igni will be helpful.	—	Silver	30
	Triple Threat	Kill 3 opponents in one fight using 3 different methods (swords, bombs, crossbow, Signs, etc.)	Kill 3 opponents in one fight using 3 different methods (swords, bombs, crossbow, Signs, etc.). For "environment", use any explosive scenery barrels there might be in an area. Obviously, you need to find groups of foes, like drowners, sirens, nekkers, ghouls, or humans.	YES	Bronze	15
	Brawler	Defeat Olaf, the Skellige champion of unarmed combat	Defeat Olaf, the Skellige champion of unarmed combat. This is the last fight of Fists of Fury: Skellige (see page 317).	—	Silver	30
	Overkill	Make an opponent suffer from bleeding, poisoning and burning simultaneously. Do this 10 times.	Make an opponent suffer from bleeding, poisoning and burning simultaneously. Do this 10 times. This involves coating your sword with any poison, then attacking and quickly using Igni. One way is to develop skills and prepare swords with high bleeding chance. Also, invest in Igni for high burning chance. Attack the foe, wait for bleeding to turn in, burn with Igni, and throw Devil's Puffball bomb.	—	Silver	30
	Master Marksman	Kill 50 human and nonhuman opponents by striking them in the head with a crossbow bolt	Kill 50 opponents by striking them in the head with a crossbow bolt. Remember you can aim automatically or manually. Humans, elves, dwarfs, and halflings make good targets! Remember to whittle down their health using other combat techniques first, and then finish them off with the crossbow.	—	Bronze	15
	What Was That?	Attack, counter, cast a Sign and throw a bomb (in any order) in under 4 seconds	Attack, counter, cast a Sign and throw a bomb (in any order) in under 4 seconds. Practice, ideally on human or low-level monster opponents.	YES	Bronze	15
	Even Odds	Kill 2 monsters you have a contract on without using Signs, potions, mutagens, oils or bombs	Read through the Contract quests section of this guide, and choose the foes that seem weakest to you (Contract: The Merry Widow; a grave hag, and Contract: Muire D'yaeblen; a water hag). Remember you can use more than just your swords on enemies guarding the Contract beast you must slay).	—	Silver	30

EXPLORATION-RELATED 10

Icon	Name	Description	How to complete	Secret?	PS4	XBox
	Card Collector	Acquire all Gwent cards available in the base version of the game	Complete Gwent Quest: Collect em All! The Gwent Card Appendix details where all the cards are located (see page 310).	—	Bronze	15
	Gwent Master	Defeat Tybalt and win the Gwent tournament held at the Passiflora	Complete Secondary Quest: High Stakes (see page 311).	—	Bronze	15
	Let's Cook!	Learn 12 potion formulae	Collect 12 potion formulae. These appear as random loot, or you can buy them from vendors.	—	Bronze	15
	Bombardier	Collect the formulae for 6 different bomb types	Collect 6 bomb formulae. These appear as random loot, or you can buy them from vendors.	—	Bronze	15
	Bookworm	Read 30 books, journals or other documents	Read thirty books, journals or other documents. Simply gather these and check them in your inventory!	—	Bronze	15
	Armed and Dangerous	Find and equip all the elements of one set of witcher gear	Complete one of the four Scavenger Hunts (Viper, Griffin, Cat, and Bear Schools), which are detailed on pages 327-331.	—	Silver	30
	Power Overwhelming	Have all possible Place of Power bonuses active at the same time	Draw from each of 5 types of Places of Power before their buffs run out. Ideally do this in White Orchard, as it contains all 5 types of Places of Power and lots of Fast Travel points to speed things up. An appendix listing these locations is found on page 446.	—	Bronze	15
	Brawl Master	Complete all fistfighting quests in Velen, Skellige and Novigrad	Complete Fists of Fury: Velen (page 315): Fists of Fury: Novigrad (page 316). Fists of Fury: Skellige (page 317): Fists of Fury: Champion of Champions (page 318).	—	Bronze	15
	Fast and Furious	Win all the horse races in the game	Complete Races: Crow's Perch (page 319): Race: The Great Erasmus Vegelbud Memorial Derby (page 320): The Heroes' Pursuits: Fayrlund, Fyresdal, Kaer Trolde, and For the Goddess' Glory! (pages 321-323)	—	Bronze	15
	Globetrotter	Discover 100 fast travel points	Self explanatory; check the guide's Atlas for locations of every signpost, and discover each so they appear in your in-game map. This does not include Harbors (water fast travel points).	—	Bronze	15

CHARACTER-RELATED 5

Icon	Name	Description	How to complete	Secret?	PS4	XBox
	Munchkin	Reach character development level 35	Reach level 35 in your character level. Consult the Character Abilities section of the Training for advice.	—	Gold	65
	Fire in the Hole	Destroy 10 monster nests with bombs	Destroy 10 monster nests using bombs. Find these throughout the Atlas chapter of this guide.	—	Bronze	15
	Fist of the South Star	Beat an opponent in fist fighting without taking damage (excluding toxicity damage)	Defeat an opponent in a fistfight without taking any damage. For Fistfight quests, go to page 314.	—	Bronze	15
	Geralt and Friends	Win a round of Gwent using only neutral cards	You don't need to win the match to receive this reward; only the round in which you play only neutral cards. So use all your neutral cards so you can win the round, even if that means lowering the chances of winning the match. Remember your opponent is more likely to let you win the second round if they already won the first round. Take advantage of this!	—	Bronze	15
	All-In	Play three hero cards in one round of Gwent and win the match	Be sure to forfeit if you begin with fewer than three heroes in your hand, so you have the tools to accomplish this reward. To get at least three heroes in your hand, build a deck with all the hero cards you have. Avoid putting special cards into your deck, and only place enough non-hero creature cards to make your deck valid.	—	Bronze	15

COMBAT-RELATED 7

Icon	Name	Description	How to complete	Secret?	PS4	XBox
	Shrieker	Complete the contract on the Shrieker	Complete Contract: Shrieker (see page 285).	YES	Bronze	15
	Fearless Vampire Slayer	Complete the contract on Sarasti	Complete Contract: The Mystery of the Byway Murders (see page 281).	YES	Bronze	15
	Woodland Spirit	Complete the contract on the Woodland Spirit	Complete Secondary Quest: In the Heart of the Woods (see page 248).	YES	Bronze	15
	Fiend or Foe?	Complete the contract on Morvudd	Complete Contract: Missing Son (see page 303).	YES	Bronze	15
	Ashes to Ashes	Complete the contract on Therazane	Complete Contract: Doors Slamming Shut (see page 293).	YES	Bronze	15
	The Doppler Effect	Solve the doppler problem in Novigrad	Complete Contract: An Elusive Thief (see page 294).	YES	Bronze	15
	Pest Control	Destroy all monster nests in the Velen / Novigrad region, or in Skellige	As indicated; check the guide Atlas for the location of all Nests, and don't forget to bring bombs! Skellige has fewer Nests, but they are harder to find and reach.	—	Silver	30

A WITCHER'S INVENTORY

In which every single item of worth is studied and logged, with attributes and locations given where appropriate, and statistical knowledge is imparted. If you wish to learn more about any type of inventory item from weapons to ingredients, this is the place to look.

Inventory: Alchemy, Armor, Weapons and Witchcraft

The Witcher 3: Wild Hunt has a staggering amount of items and equipment for Geralt to loot over the course of the adventure. The following tables have been organized to cover each type of loot in various categories for players to understand the full extent of the items available to them, as well as all the various crafting and formulae that can be found or purchased. If you're interested in the properties of an item you haven't found yet, or want to research the best items to be found, you'll find the information here.

There are a few general rules you should be aware of before digging in:

Stat Accuracy: As described in the Training chapter, the use of different oils, runestones, glyphs, mutagens and other preparation, affect an item's base statistics. This may increase the damage dealt by a sword, the type of resistances provided by an armor and the power of your Sign abilities. To account for this, the game automatically calculates those effects and applies them to the spells and items you see in game. The values listed in the following pages represent the base values for a specific item and may vary considerably from what you experience based on the choices you make during your campaign. Still, these values represent the relative strength of each item and represent an accurate measure for comparison.

Leveled Stats: Basic properties of steel and silver swords are increased as you progress through the game; you always receive a variant that is most appropriate to your current level. As a result, higher-level versions may have better statistics than the examples listed here. The exception to this are specific pieces of crafted equipment, which have set level requirements that must be met before you can even use them.

Stacking: Item upgrades like oils, glyphs, and runestones can be combined to enhance your equipment, and in turn strengthen your character build. If you want to make specific signs incredibly powerful, you should use multiple Glyphs focusing on those signs, and drink the necessary potions that increase Sign Intensity.

WEAPONS

This section lists all of the weapons in the game, as well as their properties. The charts below list the base stats associated with each type of weapon, allowing you to choose the one best suited for your needs.

There are a number of factors beyond the level of a weapon that determine their value and effectiveness in combat.

Leveled Stats: Basic properties of steel and silver swords are increased as you progress through the game; you always receive a variant that is most appropriate to your current level. As a result, higher-level versions may have better statistics than the examples listed here.

Quality: The quality of an item determines the number of random enchantments an item may posses beyond base statistics listed here. The amount of additional value enchanted items posses is based on the number and strength of enchantments received.

Upgrade Slots: Items with open upgrade slots can be modified. Use runestones to buff weapons and glyphs to enchant armor. These are permanent upgrades and can only be removed by destroying the item.

STEEL SWORDS AND SILVER SWORDS

Steel swords are intended for use when fighting human and humanoid opponents. Elves, dwarves and other witchers count as humanoids for the game's purposes. It is perfectly possible to fight monsters with a steel sword, but if you try you'll find you do dramatically less damage than you would with an equally good silver sword.

Some steel swords grant additional bonuses in addition to simply damaging enemies. A sword may help reduce damage when you block a blow, have a chance of inflicting critical effects, increase your vigor, or speed up Vitality regeneration. Note that in cases where a sword grants a passive effect, like extra Vitality, the effect only becomes active when the sword is drawn.

Silver swords are intended for use when fighting monsters. Monsters in the world generally include nonhuman entities like a basilisk, griffin, and wyvern but might also refer to more common foes like ghouls, rotfiends, spectres and drowners. In other words, if you're battling an entity that is not an human, elf, dwarf or rival witcher, you should be fighting with a silver sword in your hand. You can attempt to fight humans and humanoids with a silver sword, but you'll find you do dramatically less damage than you would with an equally good steel sword.

Some silver swords grant additional bonuses beyond the direct damage effects these items inflict on enemies. Additionally, a sword may help reduce damage when you block a blow, increase the power of your Sign abilities, help regenerate vigor and a variety of other buffs. Note that in cases where a sword grants a passive effect, like an extra chance to freeze an opponent, the effect only becomes active when the sword is drawn.

HUMAN STEEL

	PRICE	WEIGHT	QUALITY		UPGRADES	RATING	SLASH DAM	ARMOR REDUCE	CRIT HIT	CRIT DAM	DISMEMBER	BUFF CHANCE	BLEED CHANCE	FREEZE CHANCE	DISASSEMBLED COMPONENTS							
NAME	$	Kg	Min	Max	#	#	#	#	%	%	%	%	%	%	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4
Koviri cutlass	38	3.2	1	1	0	59.4	33	—	—	—	—	—	—	—	1	Leather scraps	2	Iron ingot	—	—	—	—
Temerian poniard	38	3.2	1	1	0	90	50	—	—	—	—	—	—	—	1	Leather scraps	2	Iron ingot	—	—	—	—
Steel shortsword	38	3.2	1	1	0	59.4	33	—	—	—	—	—	—	—	1	Leather scraps	2	Iron ingot	—	—	—	—
Witcher's steel sword	47	3.45	1	1	0	59.4	33	25	—	—	—	—	—	—	2	Leather scraps	2	Iron ingot	—	—	—	—
Rusty Velen sword	26	3.1	1	1	0	90	50	—	—	—	—	—	—	—	2	Leather straps	2	Iron ingot	—	—	—	—
Velen longsword	38	3.2	1	1	0	59.4	33	—	—	—	—	—	—	—	1	Leather scraps	2	Iron ingot	—	—	—	—
Velen longsword	34	3.1	2	2	1	59.4	33	—	—	—	—	—	—	—	2	Leather straps	2	Iron ingot	—	—	—	—
Dorian sword	34	3.1	1	2	0	73.8	41	—	—	—	—	—	—	—	2	Leather straps	2	Iron ingot	—	—	—	—
Maribor sword	38	3.1	1	3	1	261	145	—	—	—	—	—	—	—	2	Leather straps	2	Steel ingot	—	—	—	—
Bremervoord blade	38	3.1	1	3	1	347	193	—	—	—	—	—	—	—	2	Leather straps	2	Steel ingot	—	—	—	—
Rusty Nilfgaardian sword	30	3.2	1	1	0	54	30	—	—	—	—	—	—	—	1	Leather scraps	2	Iron ingot	—	—	—	—
Nilfgaardian longsword	46	6.2	1	1	0	146	81	—	—	—	—	—	—	—	1	Leather scraps	4	Iron ingot	—	—	—	—
Mettina blade	38	3.1	1	2	1	218	121	—	—	—	—	—	—	—	2	Leather straps	2	Steel ingot	—	—	—	—
Vicovaro blade	38	3.1	1	3	1	333	185	—	—	—	—	—	—	—	2	Leather straps	2	Steel ingot	—	—	—	—
Gemmerian steel sword	134	4.2	1	3	1	477	265	—	—	—	—	—	—	—	1	Leather scraps	2	Dark steel ingot	—	—	—	—
Rusty Novigrad sword	30	3.2	1	1	0	54	30	—	—	—	—	—	—	—	1	Leather scraps	2	Iron ingot	—	—	—	—
Novigrad longsword	42	3.2	1	3	0	117	65	—	—	—	—	—	—	—	1	Leather scraps	3	Iron ingot	—	—	—	—
Gildorf sword	38	3.8	1	3	1	189	105	—	—	—	—	—	—	—	2	Leather straps	2	Steel ingot	—	—	—	—
Silverton sword	38	3.2	1	3	1	275	153	—	—	—	—	—	—	—	2	Leather straps	2	Steel ingot	—	—	—	—

	PRICE	WEIGHT	QUALITY		UPGRADES	RATING	SLASH DAM	ARMOR REDUCE	CRIT HIT	CRIT DAM	DISMEMBER	BUFF CHANCE	BLEED CHANCE	FREEZE CHANCE	DISASSEMBLED COMPONENTS							
NAME	$	Kg	Min	Max	#	#	#	#	%	%	%	%	%	%	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4
Blade from the Bits	142	4.2	1	3	1	405	225	—	—	—	—	—	—	—	2	Leather scraps	2	Dark steel ingot	—	—	—	—
Rusty Skellige sword	31	4.64	1	1	0	54	30	—	—	—	—	—	—	—	1	Leather scraps	2	Iron ingot	—	—	—	—
Skellige longsword	74	5.1	1	2	0	203	113	—	—	75%	—	—	—	—	4	Leather scraps	2	Steel ingot	—	—	—	—
Spikeroog longsword	50	6.1	1	3	1	203	113	—	—	75%	—	—	—	—	4	Leather straps	2	Steel ingot	—	—	—	—
Faroe blade	142	5.4	4	4	1	419	233	40	—	55%	—	10%	—	10%	4	Leather straps	2	Dark steel ingot	—	—	—	—
Winter's Blade	612	5.1	1	3	2	608	338	—	—	50%	—	3%	—	3%	1	Leather	2	Dark steel ingot	2	Feather	1	Sapphire flawless
Witch hunter's sword	38	4.64	2	3	0	126	70	—	—	—	—	—	—	—	2	Leather straps	3	Iron ingot	—	—	—	—
Witch Slayer	130	4.64	3	3	1	549	305	—	—	—	—	—	—	—	2	Leather straps	2	Dark steel ingot	—	—	—	—
Wild Hunt warrior's sword	164	4.2	1	3	1	148	82	—	5%	50%	—	—	—	—	1	Leather straps	2	Dark steel ingot	1	Sapphire dust	—	—
Wild Hunt warrior's sword - enhanced	366	4.25	4	4	1	570	321	—	5%	50%	1%	35%	35%	—	1	Leather straps	2	Dark steel ingot	2	Sapphire dust	—	—
Wild Hunt warrior's sword - superior	930	5.4	1	3	2	635	353	—	—	25%	—	1%	—	1%	2	Leather straps	1	Dimeritium ore	3	Glowing ingot	1	Sapphire
Wild Hunt warrior's sword - mastercrafted	1162	5.8	1	3	3	707	393	—	—	25%	—	2%	—	2%	2	Leather scraps	1	Dimeritium ore	3	Glowing ingot	1	Sapphire flawless

NONHUMAN STEEL

	PRICE	WEIGHT	QUALITY		UPGRADES	RATING	SLASH DAM	ARMOR REDUCE	CRIT HIT	CRIT DAM	DISMEMBER	BUFF CHANCE	BLEED CHANCE	FREEZE CHANCE	DISASSEMBLED COMPONENTS							
NAME	$	Kg	Min	Max	#	#	#	#	%	%	%	%	%	%	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4
Vrihedd Brigade sword	191	5.7	1	3	0	362	201	—	—	75%	—	—	—	—	2	Silk	2	Dark steel ingot	—	—	—	—
Scoia'tael sword	191	4.2	1	3	2	434	241	—	—	75%	—	—	—	—	2	Silk	2	Dark steel ingot	—	—	—	—
Elven steel sword	191	4.25	1	3	2	506	281	—	10%	—	—	—	—	—	2	Silk	2	Dark steel ingot	—	—	—	—
Red meteorite steel sword	191	5.4	1	3	2	578	321	—	10%	—	—	—	—	—	2	Silk	4	Meteorite ore	—	—	—	—
Mahakaman steel sword	211	5.8	1	3	2	621	345	—	10%	—	—	—	—	—	4	Leather scraps	2	Dark steel ingot	—	—	—	—
Dwarven blade	755	5.1	1	3	2	693	385	—	10%	—	—	—	—	—	4	Leather scraps	1	Dimeritium ore	3	Glowing ingot	—	—
Gnomish Gwyhyr	714	5.4	1	3	2	650	361	—	—	75%	—	—	—	—	4	Leather straps	2	Dimeritium ore	2	Glowing ingot	—	—
Tir Tochair blade	933	5.7	2	3	2	722	401	—	—	75%	—	—	—	—	4	Leather straps	2	Dimeritium ore	2	Glowing ingot	1	Ruby

HUMAN SILVER

	PRICE	WEIGHT	QUALITY		UPGRADES	RATING	SILVER DAMAGE	CRIT HIT	CRIT DAM	BUFF CHANCE	FREEZE CHANCE	DISASSEMBLED COMPONENTS					
NAME	$	Kg	Min	Max	#	#	#	%	%	%	%	#	ITEM 1	#	ITEM 2	#	ITEM 3
Witcher's silver sword	147	2.2	1	3	0	162	90	—	50%	5%	5%	1	Leather scraps	4	Silver ore	—	—
Disglair	144	2.05	1	1	0	180	100	—	—	—	—	1	Leather straps	4	Silver ore	—	—
Gven'nel	144	2.05	1	2	1	234	130	—	—	—	—	1	Leather straps	2	Silver ingot	—	—
Mastercrafted silver sword	144	2.05	1	3	1	306	170	—	—	—	—	1	Leather scraps	2	Silver ingot	—	—
Eirlithrad	194	3.05	1	3	1	396	220	—	—	—	—	1	Leather scraps	3	Silver ingot	—	—
The Adversary	203	3.1	1	3	1	432	240	—	—	—	—	2	Leather straps	3	Silver ingot	—	—
Tor'haerne	203	3.1	1	3	2	504	280	—	50%	—	—	2	Leather straps	3	Silver ingot	—	—
An'ferthe	315	3.6	1	3	2	648	360	—	50%	—	—	2	Leather scraps	2	Meteorite silver ingot	—	—
The Striga	743	5.6	1	3	2	756	420	—	50%	—	—	2	Leather scraps	1	Dimeritium ore	—	—

NONHUMAN SILVER

	PRICE	WEIGHT	QUALITY		UPGRADES	RATING	SILVER DAMAGE	CRIT HIT	CRIT DAM	BUFF CHANCE	FREEZE CHANCE	DISASSEMBLED COMPONENTS					
NAME	$	Kg	Min	Max	#	#	#	%	%	%	%	#	ITEM 1	#	ITEM 2	#	ITEM 3
Torlunn	279	3.4	1	3	0	576	320	—	50%	—	—	2	Leather scraps	2	Meteorite silver ingot	—	—
Melltith	280	3.4	1	3	1	684	380	10%	—	—	—	2	Leather scraps	2	Meteorite silver ingot	—	—
The Tamer	770	5.9	2	3	0	918	510	10%	—	—	—	3	Leather scraps	2	Dimeritium ore	—	—
Steiger	770	5.9	1	3	1	936	520	—	75%	—	—	3	Leather scraps	2	Dimeritium ore	2	Glowing ingot
The Digger	725	5.5	2	3	0	954	530	—	75%	—	—	2	Leather scraps	2	Dimeritium ore	2	Glowing ingot
Faustino	752	5.8	1	3	1	990	550	5%	25%	—	—	3	Leather scraps	2	Dimeritium ore	2	Glowing ingot

RELIC WEAPONS

These weapons are a cut above your average piece of loot, found in high-valued chests and loot caches around the world, and sometimes as a reward for accomplishing quests or killing powerful beasts.

STEEL RELICS

	PRICE	WEIGHT	QUALITY		UPGRADES	RATING	VITALITY	SLASH DAM	ARMOR REDUCE	CRIT HIT	CRIT HIT DAM	BUFF CHANCE	BLEED CHANCE	FREEZE CHANCE	DISASSEMBLED COMPONENTS								
NAME	$	Kg	Min	Max	#	#	#	#	#	%	%	%	%	%	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
Angivare	951	6.3	4	4	3	635	—	353	—	1%	10%	2%	2%	—	1	Leather	2	Dwimeryte ingot	2	Ruby dust	—	—	—	—
Abritrator	196	3.6	4	4	3	288	—	160	—	—	10%	2%	—	—	1	Leather scraps	2	Steel ingot	1	Amethyst	—	—	—	—
Ard'aenye	365	4.4	4	4	3	210	—	121	—	—	—	3%	—	—	1	Leather scraps	2	Steel ingot	1	Amber	2	Amber dust	—	—
Barber-Surgeon	962	5.65	4	4	3	679	—	377	—	—	—	5%	—	—	1	Leather scraps	2	Dwimeryte ingot	1	Diamond dust	1	Sapphire dust	—	—
Beann'shie	932	6.45	4	4	3	693	—	385	50	—	—	—	—	—	1	Leather scraps	2	Dwimeryte ingot	1	Sapphire	—	—	—	—
Black Unicorn	1114	5.6	4	4	3	707	—	393	—	—	—	5%	5%	—	1	Leather scraps	2	Dwimeryte ingot	2	Ruby dust	2	Sapphire dust	—	—
Caerme	862	6.5	4	4	3	722	—	401	—	—	—	—	—	—	1	Leather scraps	2	Dwimeryte ingot	2	Amber dust	—	—	—	—
The Emmentaler	416	7.2	4	4	3	405	—	225	—	—	—	—	—	—	2	Leather straps	2	Dark steel ingot	2	Amber dust	1	Gold ore	—	—
D'yaebl	1008	5.8	4	4	3	650	—	361	—	—	—	4%	—	—	1	Leather scraps	2	Dwimeryte ingot	1	Amber flawless	—	—	—	—
Deireadh	246	4	4	4	3	234	—	130	—	—	1%	1%	—	—	2	Leather scraps	2	Steel ingot	1	Diamond dust	—	—	—	—
Hope	361	7.7	4	4	3	378	—	210	—	—	—	—	—	—	1	Leather scraps	2	Dark steel ingot	2	Amber dust	—	—	—	—
Gwyhyr	427	4.65	4	4	3	459	—	255	100	—	1%	6%	6%	—	1	Leather scraps	2	Dark steel ingot	2	Ruby dust	1	Amethyst dust	—	—
Forgotten Vran Sword	394	6.85	4	4	3	153	—	85	—	4%	10%	10%	—	—	4	Leather straps	4	Iron ingot	1	Diamond	—	—	—	—
Harvall	363	6.6	4	4	3	171	—	95	—	—	—	9%	—	—	1	Leather scraps	4	Iron ingot	2	Amber	—	—	—	—
Hjalmar's steel sword	97	4.3	4	4	1	252	—	140	—	—	200%	—	—	—	4	Leather straps	2	Steel ingot	—	—	—	—	—	—
Carabella	276	4.25	4	4	3	189	—	105	—	5%	—	2%	—	2%	3	Leather straps	2	Steel ingot	1	Sapphire	—	—	—	—
Princess Xenthia's sword	481	3.45	4	4	3	243	—	135	—	—	—	8%	—	—	1	Leather scraps	2	Steel ingot	1	Amethyst dust	2	Sapphire dust	2	Amber dust
Superior Dol Blathanna sword	118	6.4	4	4	3	256	—	142	—	—	5%	—	—	—	1	Leather scraps	2	Steel ingot	—	—	—	—	—	—
Ashrune	323	3.9	4	4	3	274	—	152	—	—	1%	5%	—	5%	1	Leather scraps	2	Steel ingot	2	Sapphire dust	—	—	—	—
Longclaw	293	5.45	4	4	3	576	—	320	50	—	—	—	—	—	1	Leather scraps	2	Dark steel ingot	1	Amethyst	—	—	—	—
Daystar	151	4.55	4	4	3	333	—	185	—	—	—	8%	—	—	1	Leather scraps	2	Steel ingot	1	Amber dust	—	—	—	—
Devine	327	3.6	4	4	3	342	—	190	0.05	—	—	7%	—	—	1	Leather scraps	2	Steel ingot	1	Diamond dust	1	Sapphire dust	—	—
Bloed Aedd	416	5.45	4	4	3	387	—	215	—	—	2%	6%	6%	—	1	Leather scraps	2	Dark steel ingot	1	Emerald	—	—	—	—
Inis	176	5.55	4	4	3	398	—	221	50	2%	—	3%	—	—	2	Leather straps	2	Dark steel ingot	1	Venom extract	—	—	—	—
Gwestog	477	5.35	4	4	3	414	—	230	—	—	—	2%	—	2%	1	Leather scraps	2	Dark steel ingot	2	Sapphire dust	1	Ruby dust	—	—
Winter Blade	421	8.3	4	4	3	432	—	240	—	—	—	2%	—	2%	1	Leather scraps	2	Dark steel ingot	2	Sapphire dust	—	—	—	—
Wolf	296	3.9	4	4	3	304	—	169	100	—	—	4%	4%	—	1	Leather scraps	2	Steel ingot	1	Ruby	—	—	—	—
Cleaver hood	254	5.6	4	4	3	491	—	273	90	—	20%	—	—	—	1	Leather	2	Dark steel ingot	—	—	—	—	—	—
Dancer	833	7.05	4	4	3	684	—	380	—	5%	—	7%	7%	—	4	Leather scraps	2	Dwimeryte ingot	1	Ruby dust	—	—	—	—
Headhunter	131	5.85	4	4	3	131	—	73	45	5%	20%	—	—	—	1	Leather	3	Iron ingot	—	—	—	—	—	—
Mourner	134	5	4	4	3	103	—	57	20	—	5%	—	—	—	1	Leather scraps	3	Iron ingot	1	Amethyst dust	—	—	—	—
Ultimatum	251	4.05	4	4	3	117	—	65	—	2%	4%	8%	—	—	2	Leather straps	3	Iron ingot	2	Amethyst dust	1	Amber dust	—	—
Caroline	607	6.25	4	4	3	520	80	289	—	10%	—	10%	10%	—	1	Leather straps	2	Dark steel ingot	2	Ruby dust	2	Emerald dust	—	—
Lune	605	6.4	4	4	3	562	—	312	—	—	—	4%	—	4%	1	Leather scraps	2	Dark steel ingot	2	Sapphire	—	—	—	—
Glory of the North	373	4.6	4	4	3	306	—	170	—	—	—	6%	—	—	1	Leather scraps	2	Steel ingot	2	Amber	—	—	—	—
Tor Lara	1211	5.45	4	4	3	738	50	410	—	—	—	12%	—	—	1	Leather scraps	2	Dwimeryte ingot	2	Amber dust	1	Emerald dust	2	Sapphire dust

SILVER RELICS

	PRICE	WEIGHT	QUALITY		UPGRADES	RATING	VITALITY	SILVER DAM	ARMOR REDUCE	CRIT HIT	CRIT DAM	BUFF CHANCE	BLEED CHANCE	FREEZE CHANCE	EXP BONUS	DISASSEMBLY										
NAME	$	Kg	Min	Max	#	#	#	#	#	%	%	%	%	%	%	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
Bleidd	632	3.35	4	4	3	594	—	330	—	—	10%	—	—	—	2%	1	Leather straps	2	Meteorite silver ingot	2	Amber dust	2	Ruby dust	—	—
Addan Deith	510	2.35	4	4	3	288	—	160	—	1%	10%	1%	—	1%	—	2	Leather straps	2	Silver ingot	2	Sapphire dust	1	Emerald dust	—	—
Moonblade	426	4.1	4	4	3	504	—	280	—	1%	10%	1%	—	1%	—	1	Leather	3	Silver ingot	1	Sapphire dust	1	Amethyst dust	—	—
Maugrim	527	6.3	4	4	3	324	—	180	—	—	—	—	—	—	1%	2	Leather straps	2	Silver ingot	2	Ruby dust	2	Amethyst dust	—	—
Bloodsword	470	4	4	4	3	414	—	230	—	1%	5%	9%	9%	—	—	2	Leather straps	3	Silver ingot	2	Ruby dust	—	—	—	—
Deithwen	458	5.3	4	4	3	432	—	240	—	—	—	1%	—	1%	—	1	Leather scraps	3	Silver ingot	2	Sapphire dust	—	—	—	—
Fate	729	4.3	4	4	3	387	—	215	—	—	—	10%	—	—	—	1	Leather	3	Silver ingot	2	Amethyst dust	2	Amber dust	2	Emerald dust
Gynvael Aedd	499	4.35	4	4	3	468	—	260	—	—	—	8%	8%	—	—	1	Leather	3	Silver ingot	2	Ruby dust	1	Amber dust	—	—
Naevde Seidhe	481	4.2	4	4	3	486	—	270	—	—	—	10%	—	—	—	1	Leather	3	Silver ingot	1	Amethyst	2	Amber dust	—	—
Blade of Ys	302	4.3	4	4	3	378	—	210	—	2%	—	10%	—	—	1%	1	Leather straps	3	Silver ingot	1	Amber dust	—	—	—	—
Zerrikanterment	717	3.4	4	4	3	576	—	320	—	—	—	10%	10%	—	—	1	Leather	2	Meteorite silver ingot	1	Ruby	1	Sapphire dust	1	Emerald dust
Anathema	567	3.35	4	4	3	594	—	330	—	—	5%	10%	—	—	—	1	Leather scraps	2	Meteorite silver ingot	1	Amber dust	1	Sapphire dust	1	Ruby dust
Rose of Shaerrawed	770	4.3	4	4	3	612	—	340	—	—	—	12%	—	—	—	2	Leather straps	2	Meteorite silver ingot	4	Amethyst dust	2	Emerald dust	—	—
Reach of the Damned	851	3.45	4	4	3	630	—	350	—	—	—	13%	—	13%	—	1	Leather	2	Meteorite silver ingot	2	Sapphire dust	2	Emerald dust	1	Ruby dust
Azure Wrath	615	4.5	4	4	3	648	—	360	110	—	—	12%	—	—	1%	2	Leather straps	2	Meteorite silver ingot	2	Diamond dust	—	—	—	—
Deargdeith	1299	6.3	4	4	3	738	—	410	—	—	—	—	—	—	—	2	Leather straps	2	Dwimeryte ingot	2	Sapphire dust	2	Emerald dust	2	Amethyst dust
Arainne	943	6.15	4	4	3	756	—	420	—	3%	—	10%	10%	—	1%	2	Leather straps	2	Dwimeryte ingot	1	Ruby dust	1	Amber dust	1	Amethyst dust
Hav'caaren	875	7.9	4	4	3	774	—	430	—	5%	—	11%	—	—	2%	1	Leather	2	Dwimeryte ingot	1	Amethyst	—	—	—	—
Loathen	577	5.35	4	4	3	666	—	370	—	—	—	12%	—	—	—	1	Leather scraps	2	Meteorite silver ingot	2	Amber dust	1	Sapphire dust	—	—
Gynvael	680	3.8	4	4	3	684	—	380	51	—	—	11%	—	—	—	1	Leather scraps	2	Meteorite silver ingot	2	Emerald dust	1	Venom extract	2	Amethyst dust
Anth	756	4.6	4	4	3	540	—	300	—	—	—	18%	—	—	—	1	Leather	3	Silver ingot	1	Emerald flawless	2	Venom extract	—	—
Weeper	407	7.3	4	4	3	720	—	400	—	—	45%	—	—	—	2%	1	Leather scraps	2	Meteorite silver ingot	—	—	—	—	—	—
The Bride	951	7.5	4	4	3	909	—	505	—	—	—	13%	13%	—	1%	1	Leather scraps	2	Dwimeryte ingot	1	Ruby	—	—	—	—
Negotiator	1041	6.05	4	4	3	792	—	440	50	12%	—	12%	—	—	—	1	Leather	2	Dwimeryte ingot	2	Diamond dust	—	—	—	—
Harpy	938	6.1	4	4	3	810	—	450	—	—	—	14%	14%	—	—	1	Leather	2	Dwimeryte ingot	1	Ruby	—	—	—	—
Tlareg	1093	7.2	4	4	3	990	—	550	—	—	—	12%	—	12%	1%	1	Leather	2	Dwimeryte ingot	2	Sapphire dust	2	Amber dust	—	—
Breath of the North	251	3.95	4	4	3	396	—	220	—	—	20%	10%	—	—	—	1	Leather scraps	3	Silver ingot	—	—	—	—	—	—
Tor Zireael	765	5.5	4	4	3	1026	50	570	—	—	—	20%	—	20%	—	1	Leather scraps	2	Dwimeryte ingot	—	—	—	—	—	—

SECONDARY WEAPONS

Weapons from this category are primarily found as loot but can also be purchased in shops throughout the world. These weapons cannot be crafted, but make excellent sources for materials that can be used to craft better items. These items are equipped to Geralt's steel sword slot and are found in the Inventory menu under the steel sword tab. Note that some secondary weapons are described as being swords, but do not count as steel swords. If you equip these weapons, you may notice their lower quality stats because these common weapons will not perform like actual steel swords. At the same time, this may result in different damage effects and conditions on enemy targets.

SECONDARY STEEL

	PRICE	WEIGHT	QUALITY		RATING	BLUDGEON DAM	PIERCE DAM	SLASH DAM	DISASSEMBLED COMPONENTS			
NAME	$	Kg	Min	Max	#	#	#	#	#	ITEM 1	#	ITEM 2
Blunt axe	30	2.75	1	1	37	—	—	18	1	Haft	3	Iron ore
Hatchet	34	2.75	1	1	52	—	—	25	1	Haft	3	Iron ore
Battle axe	38	3.5	1	1	64.4	—	—	30	1	Haft	4	Iron ore
Velen axe	38	2	1	1	79.4	—	—	38	1	Haft	2	Steel ingot
Dwarven axe	100	2.45	1	1	132	—	—	55	1	Haft	2	Steel ingot
Wild Hunt warrior axe	167	4.2	1	1	202	—	—	80	1	Haft	2	Steel ingot
Small blackjack	40	1.1	1	1	52	25	—	—	2	Haft	2	Leather straps
Mace	37	3.5	2	2	42	20	—	—	1	Haft	2	Steel ingot
Heavy mace	65	12.5	1	2	74.2	35	—	—	1	Haft	16	Nails
Pickaxe	33	3.5	1	3	42	—	20	—	1	Haft	4	Iron ore
Poker	33	3	1	3	73	35	—	—	4	Iron ore	—	—

CROSSBOWS

Crossbows are found primarily as loot or from some merchants. One crossbow, the Death From Above, is awarded by completing the King's Gambit quest (see page 153 for details). The two most powerful crossbows in the game, however, are crafted from diagrams discovered during the Treasure Hunts for the Ursine and Feline witcher schools equipment.

CROSSBOWS

NAME	PRICE $	WEIGHT (Kg) Kg	QUALITY #	RATING #	ATTACK POW #	ARMOR REDUCE #	AMMO #	VITALITY %	FOCUS GAIN %	EXP BONUS HUMAN KILL %	EXP BONUS NONHUMAN KILL %	COUNT #	DISASSEMBLED COMPONENTS ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4
Crossbow	22	1.53	1	0.4	1.01	—	3	—	—	—	—	2	Timber	1	String	1	Resin	1	Iron ore
Death From Above	24	2.13	1	2.18	1.25	—	3	—	—	5%	—	2	Timber	1	String	1	Wax	2	Iron ore
Crossbow	28	2.6	2	0.47	1.45	—	2	—	2%	—	—	2	Timber	1	String	1	Resin	2	Iron ore
Crossbow	34	2.21	4	0.54	1.5	—	3	—	—	—	—	2	Timber	2	String	1	Wax	1	Steel ingot
Crossbow	42	3.91	2	0.6	1.7	—	3	—	—	—	—	1	Hardened timber	2	String	1	Wax	2	Steel ingot
Crossbow	61	1.94	2	0.94	1.8	5	3	—	—	—	—	1	Hardened timber	3	String	1	Resin	1	Dark iron ore
Crossbow	68	1.24	3	11.8	1.9	5	3	50%	2%	—	—	1	Hardened timber	3	String	1	Wax	1	Meteorite ore
Crossbow	73	2.49	3	3.6	2	—	2	—	2%	10%	10%	1	Hardened timber	3	String	1	Wax	1	Dark iron ore

CROSSBOW BOLTS

A crossbow without specialized ammunition is unimpressive, even in the hands of a witcher. The basic ammunition you have, while unlimited, is only useful as a distraction at best, particularly as you get further into the adventure. Once you add some special bolts onto a crossbow that is within your level range, enemies running at you from afar will be nearly dead before they can get close. Or in pieces from your explosive bolts.

Crossbow bolts can be looted from caches around the world, purchased from vendors, or you can personally craft them if you have the diagrams and materials.

CROSSBOW BOLTS

NAME	DESC.	$	Kg	QUALITY	RATING	RARITY	SPLIT COUNT	ARMOR REDUCE	ARMOR REDUCE %	BLUDEON DAM	PIERCE DAM	SILVER DAM	FIRE DAM	BUFF CHANCE	DURATION
Bodkin Bolt	Standard crossbow bolt.	0	0.1	1	18	MASTER	—	—	—	—	5	4	—	—	—
Harpoon Bolt	Standard crossbow bolt.	0	0.1	1	820	MAGIC	—	—	—	—	10	400	—	—	—
Tracking Bolt	Target-seeking bolt.	10	0.1	2	152	MASTER	—	100	100%	—	6	5	—	—	120
Bait Bolt	Bolt with bait	10	0.1	2	32	MASTER	—	100	100%	—	6	5	—	—	—
Blunt Bolt	Blunt crossbow bolt	10	0.1	2	42	MASTER	—	—	—	8	—	8	—	—	10
Broadhead Bolt	Broadhead bolt	5	0.1	2	47	MASTER	—	—	—	—	8	8	—	—	15
Target Point Bolt	Pierces armor.	10	0.1	2	80.7	MAGIC	—	7	50%	—	20	20	—	—	—
Split Bolt	Turn into multiple projectiles when loosed.	20	0.1	3	40	MAGIC	3	—	—	—	10	10	—	—	—
Explosive Bolt	Exploding bolt	50	0.1	3	72	MAGIC	—	—	—	—	12	12	12	25%	—
Blunt Bolt Legendary	Blunt crossbow bolt.	10	0.1	2	50	RELIC	—	—	—	10	—	10	—	—	10
Broadhead Bolt Legendary	Crossbow bolt which applies the bleeding effect on impact..	5	0.2	2	63	RELIC	—	—	—	—	12	12	—	—	15
Target Point Bolt Legendary	Pierces armor.	10	0.25	2	49.5	RELIC	—	15	60%	—	12	12	—	—	—
Split Bolt Legendary	Turn into multiple projectiles when loosed.	20	0.3	4	56	RELIC	3	—	—	—	14	14	—	—	—
Explosive Bolt Legendary	Crossbow bolt which detonates on impact.	50	0.4	4	110	RELIC	—	—	—	—	20	15	20	30%	—

CRAFTED SWORDS

Some of the most powerful weapons in the game are not found or purchased, but crafted. Among the greatest weapons are the swords of the Ursine, Feline, and Griffin Schools. At the levels they start at, they are among the most powerful swords. While the time, materials, and money needed to maximize the potential of those blades is high, the pay off is having the most powerful swords to smite monsters and men with.

CRAFTED STEEL SWORDS

NAME	PRICE $	WEIGHT Kg	QUALITY Min	UPGRADES #	RATING #	FROST DAM #	SLASH DAM #	ARMOR REDUCE #	CRIT HIT %	CRIT DAM %	DISMEMBER CHANCE %	BUFF CHANCE %	BLEED CHANCE %	POISON CHANCE %	STAGGER CHANCE %	EXP BONUS HUMAN %	SPELL POW %	FOCUS GAIN %	SPELL POW AARD %	SPELL POW YRDEN %	DISASSEMBLED COMPONENTS #	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
HUMAN																													
Koviri cutlass	38	3.2	2	0	65	—	30	—	—	—	—	—	—	—	—	—	—	—	—	—	1	Leather scraps	2	Iron ingot	—	—	—	—	—	—
Temerian poniard	35	3.05	2	0	74	—	35	—	—	—	—	—	—	—	—	—	—	—	—	—	1	Leather straps	2	Iron ingot	—	—	—	—	—	—
Velen longsword	37	3.05	3	0	82	—	38	—	—	—	—	—	—	—	—	—	—	—	—	—	1	Leather straps	2	Iron ingot	—	—	—	—	—	—
Dorian sword	42	3.1	3	0	94	—	45	—	—	—	—	—	—	—	—	—	—	—	—	—	2	Leather straps	2	Iron ingot	—	—	—	—	—	—
Maribor sword	146	3.1	3	1	304	—	150	—	—	—	—	—	—	—	—	—	—	—	—	—	2	Leather straps	2	Steel ingot	—	—	—	—	—	—

CRAFTED STEEL SWORDS

NAME	PRICE	WEIGHT	QUALITY	UPGRADES	RATING	FROST DAM	SLASH DAM	ARMOR REDUCE	CRIT HIT	CRIT DAM	DISMEMBER CHANCE	BUFF CHANCE	BLEED CHANCE	POISON CHANCE	STAGGER CHANCE	EXP BONUS HUMAN	SPELL POW	FOCUS GAIN	SPELL POW AARD	SPELL POW YRDEN	DISASSEMBLED COMPONENTS									
	$	Kg	Min	#	#	#	#	#	%	%	%	%	%	%	%	%	%	%	%	%	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
Bremervoord blade	212	3.1	3	1	394	—	195	—	—	—	—	—	—	—	—	—	—	—	—	—	2	Leather straps	2	Steel ingot	—	—	—	—	—	—
Nilfgaardian longsword	84	6.2	3	0	175	—	85	—	—	—	—	—	—	—	—	—	—	—	—	—	1	Leather scraps	4	Iron ingot	—	—	—	—	—	—
Gemmerian steel sword	447	4.1	3	1	547	—	270	—	—	—	—	—	—	—	—	—	—	—	—	—	2	Leather straps	2	Dark steel ingot	—	—	—	—	—	—
Novigrad longsword	65	4.7	3	0	138	—	67	—	—	—	—	—	—	—	—	—	—	—	—	—	1	Leather scraps	3	Iron ingot	—	—	—	—	—	—
Gildorf sword	103	3.2	3	1	224	—	110	—	—	—	—	—	—	—	—	—	—	—	—	—	1	Leather scraps	2	Steel ingot	—	—	—	—	—	—
Silverton sword	165	3.4	3	1	314	—	155	—	—	—	—	—	—	—	—	—	—	—	—	—	2	Leather scraps	2	Steel ingot	—	—	—	—	—	—
Blade from the Bits	377	4.4	3	1	464	—	230	—	—	—	—	—	—	—	—	—	—	—	—	—	2	Leather scraps	2	Dark steel ingot	—	—	—	—	—	—
Witch hunter's sword	457	4.1	3	0	556	—	276	—	—	—	—	—	—	—	—	—	—	—	—	—	2	Leather straps	2	Dark steel ingot	—	—	—	—	—	—
Witch Slayer	535	4.1	3	1	624	—	310	—	—	—	—	—	—	—	—	—	—	—	—	—	2	Leather straps	2	Dark steel ingot	—	—	—	—	—	—
Skellige longsword	153	5.6	3	0	184	—	75	—	—	75%	—	—	—	—	—	—	—	—	—	—	1	Leather	3	Iron ingot	—	—	—	—	—	—
Spikeroog longsword	195	4.1	3	1	266	—	115	—	—	75%	—	—	—	—	—	—	—	—	—	—	1	Leather	2	Steel ingot	—	—	—	—	—	—
Clan Hindar sword	270	4.1	3	1	375	—	170	—	—	75%	—	—	—	—	—	—	—	—	—	—	1	Leather	2	Steel ingot	—	—	—	—	—	—
Faroe blade	476	5.1	3	1	504	—	235	—	—	75%	—	—	—	—	—	—	—	—	—	—	1	Leather	2	Dark steel ingot	—	—	—	—	—	—
NONHUMAN																														
Vrihedd Brigade sword	356	4.62	3	0	418	—	205	—	10%	—	—	—	—	—	—	—	—	—	—	—	2	Leather straps	2	Dark steel ingot	1	Silk	—	—	—	—
Scoia'tael sword	432	4.42	3	2	501	—	245	—	10%	—	—	—	—	—	—	—	—	—	—	—	2	Leather straps	2	Dark steel ingot	1	Silk	—	—	—	—
Elven steel sword	515	4.42	3	2	579	—	285	—	10%	—	—	—	—	—	—	—	—	—	—	—	2	Leather straps	2	Dark steel ingot	1	Silk	—	—	—	—
Red meteorite steel sword	598	4.42	3	2	650	—	320	—	10%	—	—	—	—	—	—	—	—	—	—	—	2	Leather straps	4	Meteorite ore	1	Silk	—	—	—	—
Mahakaman steel sword	751	5.1	3	2	734	—	350	—	—	75%	—	—	—	—	—	—	—	—	—	—	1	Leather	2	Dark steel ingot	—	—	—	—	—	—
Dwarven blade	1414	6.1	3	2	815	—	390	—	—	75%	—	—	—	—	—	—	—	—	—	—	1	Leather	1	Dimeritium ore	3	Glowing ingot	—	—	—	—
Gnomish Gwyhyr	1314	6	3	2	758	—	366	—	5%	50%	—	—	—	—	—	—	—	—	—	—	1	Leather	2	Dimeritium ore	2	Glowing ingot	—	—	—	—
Tir Tochair blade	1652	6.3	4	2	840	—	405	—	5%	50%	1%	15%	15%	—	—	—	—	—	—	—	1	Leather	2	Dimeritium ore	2	Glowing ingot	2	Ruby dust	2	Sapphire dust
RELIC																														
Abritrator	362	3.7	4	3	370	—	170	—	—	50%	10%	10%	—	—	10%	—	—	—	—	—	1	Leather scraps	2	Steel ingot	1	Amethyst	—	—	—	—
Longclaw	719	3.45	4	3	684	—	330	50	—	—	10%	—	—	—	—	5%	—	—	—	30%	1	Dark steel ingot	1	Amethyst	—	—	—	—	—	—
Beann'shie	1601	7.25	4	3	815	10	390	50	—	—	—	—	—	—	—	—	—	—	20%	—	1	Dimeritium ore	3	Glowing ingot	1	Sapphire	—	—	—	—
Black Unicorn	1771	5.6	4	3	810	—	400	—	—	—	—	10%	10%	—	—	—	—	—	10%	—	1	Leather scraps	1	Dimeritium ore	3	Glowing ingot	2	Ruby dust	2	Sapphire dust
VIPER																														
Viper steel sword	188	3.4	5	1	119	—	55	—	—	—	—	15%	—	15%	—	5%	—	—	—	—	1	Leather straps	2	Iron ingot	1	Emerald dust	—	—	—	—
FELINE																														
Feline steel sword	269	6.3	5	1	313	—	153	—	—	—	—	10%	10%	—	—	5%	—	—	—	—	1	Leather straps	4	Iron ingot	1	Ruby dust	—	—	—	—
Feline steel sword - enhanced	421	4.35	5	2	397	—	193	—	—	—	—	20%	20%	—	—	5%	—	—	—	—	2	Leather straps	2	Dark steel ingot	1	Ruby dust	—	—	—	—
Feline steel sword - superior	611	4.5	5	3	493	—	241	—	5%	—	—	15%	15%	—	—	5%	—	—	—	—	1	Leather scraps	2	Dark steel ingot	1	Ruby	—	—	—	—
Feline steel sword - mastercrafted	1451	5.8	5	3	577	—	281	—	10%	—	—	20%	20%	—	—	5%	—	—	—	—	2	Leather scraps	2	Dimeritium ore	2	Glowing ingot	1	Ruby flawless	—	—
GRIFFIN																														
Griffin steel sword	166	3.4	5	1	199	—	97	—	—	—	—	—	—	—	—	5%	5%	—	—	—	1	Leather scraps	2	Steel ingot	1	Fifth essence	—	—	—	—
Griffin steel sword - enhanced	271	4.5	5	2	314	—	153	—	—	—	—	—	—	—	—	10%	10%	—	—	—	2	Leather scraps	2	Dark steel ingot	—	—	—	—	—	—
Griffin steel sword - superior	374	4.4	5	3	437	—	209	—	—	25%	—	—	—	—	—	5%	15%	—	—	—	1	Leather scraps	2	Dark steel ingot	—	—	—	—	—	—
Griffin steel sword - mastercrafted	1071	5.6	5	3	581	—	281	—	5%	15%	—	—	—	—	—	5%	20%	—	—	—	2	Leather scraps	2	Dimeritium ore	2	Glowing ingot	—	—	—	—
URSINE																														
Ursine steel sword	191	4.6	5	1	327	—	161	—	—	—	—	—	—	—	—	5%	—	5%	—	—	2	Leather straps	2	Steel ingot	—	—	—	—	—	—
Ursine steel sword - enhanced	370	4.8	5	2	433	—	209	—	—	20%	—	—	—	—	—	5%	—	10%	—	—	1	Leather scraps	2	Dark steel ingot	—	—	—	—	—	—
Ursine steel sword - superior	1008	5.8	5	3	531	—	249	—	—	50%	—	—	—	—	10%	5%	—	15%	—	—	1	Leather scraps	1	Dimeritium ore	3	Glowing ingot	—	—	—	—
Ursine steel sword - mastercrafted	1114	6.4	5	3	605	—	282	—	—	75%	—	—	—	—	—	5%	—	20%	—	—	1	Leather	2	Dimeritium ore	2	Glowing ingot	—	—	—	—

CRAFTED SILVER SWORDS

NAME	PRICE $	WEIGHT Kg	QUALITY Min	UPGRADES #	RATING #	SILVER DAM #	ARMOR REDUCE #	CRIT HIT %	CRIT DAM %	DISMEMBER CHANCE %	BUFF CHANCE %	BLEED CHANCE %	CONFUSE CHANCE %	POISON CHANCE %	EXP BONUS NONHUMAN %	SPELL POW %	FOCUS GAIN %	SPELL POW AARD %	DISASSEMBLED COMPONENTS #	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4
HUMAN																										
Disglair	326	3.05	3	0	436	215	—	—	—	—	—	—	—	—	—	—	—	—	1	Leather straps	3	Silver ingot	—	—	—	—
Gven'nel	341	3.05	3	1	455	225	—	—	—	—	—	—	—	—	—	—	—	—	1	Leather straps	3	Silver ingot	—	—	—	—
Mastercrafted silver sword	383	3.1	3	1	504	250	—	—	—	—	—	—	—	—	—	—	—	—	2	Leather straps	3	Silver ingot	—	—	—	—
Eirlithrad	428	3.05	3	1	556	275	—	—	—	—	—	—	—	—	—	—	—	—	1	Leather straps	3	Silver ingot	—	—	—	—
The Adversary	620	3.25	3	1	644	310	—	—	50%	—	—	—	—	—	—	—	—	—	1	Leather straps	2	Meteorite silver ingot	—	—	—	—
Tor'haerne	661	3.4	3	2	675	325	—	—	50%	—	—	—	—	—	—	—	—	—	1	Leather scraps	2	Meteorite silver ingot	—	—	—	—
An'ferthe	741	3.6	3	2	734	355	—	—	50%	—	—	—	—	—	—	—	—	—	2	Leather scraps	2	Meteorite silver ingot	—	—	—	—
NONHUMAN																										
Torlunn	637	3.5	3	0	660	325	—	10%	—	—	—	—	—	—	—	—	—	—	2	Leather scraps	2	Meteorite silver ingot	—	—	—	—
Melltith	706	3.5	3	1	718	355	—	10%	—	—	—	—	—	—	—	—	—	—	2	Leather scraps	2	Meteorite silver ingot	—	—	—	—
The Tamer	736	4.1	3	0	705	335	—	—	75%	—	—	—	—	—	—	—	—	—	1	Leather	2	Meteorite silver ingot	—	—	—	—
Steiger	1541	6.1	3	1	967	465	—	—	75%	—	—	—	—	—	—	—	—	—	1	Leather	2	Dimeritium ore	2	Glowing ingot	—	—
The Digger	710	3.3	3	1	729	355	—	5%	25%	—	—	—	—	—	—	—	—	—	1	Leather scraps	2	Meteorite silver ingot	—	—	—	—
Faustino	1478	5.25	3	1	956	465	—	5%	50%	—	—	—	—	—	—	—	—	—	1	Leather straps	2	Dimeritium ore	2	Glowing ingot	—	—
RELIC																										
Disglair	326	3.05	3	0	436	215	—	—	—	—	—	—	—	—	—	—	—	—	1	Leather straps	3	Silver ingot	—	—	—	—
Gven'nel	341	3.05	3	1	455	225	—	—	—	—	—	—	—	—	—	—	—	—	1	Leather straps	3	Silver ingot	—	—	—	—
Mastercrafted silver sword	383	3.1	3	1	504	250	—	—	—	—	—	—	—	—	—	—	—	—	2	Leather straps	3	Silver ingot	—	—	—	—
Eirlithrad	428	3.05	3	1	556	275	—	—	—	—	—	—	—	—	—	—	—	—	1	Leather straps	3	Silver ingot	—	—	—	—
The Adversary	620	3.25	3	1	644	310	—	—	50%	—	—	—	—	—	—	—	—	—	1	Leather straps	2	Meteorite silver ingot	—	—	—	—
Tor'haerne	661	3.4	3	2	675	325	—	—	50%	—	—	—	—	—	—	—	—	—	1	Leather scraps	2	Meteorite silver ingot	—	—	—	—
An'ferthe	741	3.6	3	2	734	355	—	—	50%	—	—	—	—	—	—	—	—	—	2	Leather scraps	2	Meteorite silver ingot	—	—	—	—
Torlunn	637	3.5	3	0	660	325	—	10%	—	—	—	—	—	—	—	—	—	—	2	Leather scraps	2	Meteorite silver ingot	—	—	—	—
Melltith	706	3.5	3	1	718	355	—	10%	—	—	—	—	—	—	—	—	—	—	2	Leather scraps	2	Meteorite silver ingot	—	—	—	—
The Tamer	736	4.1	3	0	705	335	—	—	75%	—	—	—	—	—	—	—	—	—	1	Leather	2	Meteorite silver ingot	—	—	—	—
Steiger	1541	6.1	3	1	967	465	—	—	75%	—	—	—	—	—	—	—	—	—	1	Leather	2	Dimeritium ore	2	Glowing ingot	—	—
The Digger	710	3.3	3	1	729	355	—	5%	25%	—	—	—	—	—	—	—	—	—	1	Leather scraps	2	Meteorite silver ingot	—	—	—	—
Faustino	1478	5.25	3	1	956	465	—	5%	50%	—	—	—	—	—	—	—	—	—	1	Leather straps	2	Dimeritium ore	2	Glowing ingot	—	—
Harpy	1683	5.7	4	3	956	475	—	—	—	—	10%	10%	—	—	—	—	—	—	1	Leather scraps	2	Dimeritium ore	2	Glowing ingot	1	Ruby
Negotiator	1744	7.3	4	3	917	450	50	15%	—	—	10%	—	10%	—	—	—	—	—	1	Leather	2	Dimeritium ore	2	Glowing ingot	2	Diamond dust
Weeper	1399	7.3	4	3	858	410	—	—	75%	5%	—	—	—	—	20%	—	—	—	1	Leather	2	Dimeritium ore	2	Glowing ingot	—	—
VIPER																										
Viper silver sword	312	2.4	5	1	264	125	—	—	—	—	10%	—	—	10%	20%	—	—	10%	1	Leather straps	2	Silver ingot	1	Emerald dust	—	—
FELINE																										
Feline silver sword	440	2.35	5	1	495	240	—	—	—	—	10%	10%	—	—	20%	—	—	12%	2	Leather straps	2	Silver ingot	1	Ruby dust	—	—
Feline silver sword - enhanced	680	3.45	5	2	616	300	—	—	—	—	12%	12%	—	—	20%	—	—	14%	1	Leather scraps	2	Meteorite silver ingot	1	Ruby dust	—	—
Feline silver sword - superior	1254	5.45	5	3	741	360	—	5%	—	5%	14%	14%	—	—	20%	—	—	14%	1	Leather scraps	1	Dimeritium ore	3	Glowing ingot	1	Ruby dust
Feline silver sword - mastercrafted	1554	6.9	5	3	846	410	—	10%	—	10%	15%	15%	—	—	20%	—	—	15%	2	Leather	2	Dimeritium ore	2	Glowing ingot	1	Ruby

CRAFTED SILVER SWORDS

NAME	PRICE $	WEIGHT Kg	QUALITY Min	UPGRADES #	RATING #	SILVER DAM #	ARMOR REDUCE #	CRIT HIT %	CRIT DAM %	DISMEMBER CHANCE %	BUFF CHANCE %	BLEED CHANCE %	CONFUSE CHANCE %	POISON CHANCE %	EXP BONUS NONHUMAN %	SPELL POW %	FOCUS GAIN %	SPELL POW AARD %	DISASSEMBLED COMPONENTS #	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4
GRIFFIN																										
Griffin silver sword	360	3.4	5	1	368	180	—	—	—	—	—	—	—	—	20%	5%	—	—	2	Leather scraps	3	Silver ingot	1	Fifth essence	—	—
Griffin silver sword - enhanced	473	3.2	5	2	510	250	—	—	—	—	—	—	—	—	20%	10%	—	—	2	Leather straps	2	Meteorite silver ingot	—	—	—	—
Griffin silver sword - superior	1108	5.6	5	3	685	330	—	—	25%	10%	—	—	—	—	20%	12%	—	—	2	Leather scraps	1	Dimeritium ore	3	Glowing ingot	—	—
Griffin silver sword - mastercrafted	1323	5.6	5	3	848	410	—	5%	25%	10%	—	—	—	—	20%	15%	—	—	2	Leather scraps	2	Dimeritium ore	2	Glowing ingot	—	—
URSINE																										
Ursine silver sword	457	4.55	5	1	554	270	—	5%	—	10%	—	—	—	—	20%	—	5%	—	1	Leather straps	3	Silver ingot	—	—	—	—
Ursine silver sword - enhanced	1088	6	5	2	668	320	—	8%	25%	12%	—	—	—	—	20%	—	10%	—	2	Leather scraps	1	Dimeritium ore	3	Glowing ingot	—	—
Ursine silver sword - superior	1230	6	5	3	781	370	—	10%	50%	13%	—	—	—	—	20%	—	15%	—	2	Leather scraps	2	Dimeritium ore	2	Glowing ingot	—	—
Ursine silver sword - mastercrafted	1371	6	5	3	880	415	—	—	75%	14%	—	—	—	—	20%	—	20%	—	2	Leather scraps	2	Dimeritium ore	2	Glowing ingot	—	—

CRAFTED CROSSBOWS

There are only two crossbows to craft in *The Witcher 3: Wild Hunt*, but what crossbows they are. Easily among the most powerful ranged weapons available in the game, and well worth seeking out the diagrams for as early as possible. It's hard to overstate just how much they can change your ranged combat ability, even with cheap, low-level bolts.

CRAFTED CROSSBOWS

NAME	PRICE $	WEIGHT (Kg) Kg	QUALITY #	RATING #	ATTACK POW #	ARMOR REDUCE #	CRIT HIT %	CRIT DAM %	AMMO #	VITALITY %	FOCUS %	EXP BONUS HUMAN KILL %	EXP BONUS NONHUMAN KILL %	COUNT #	CRAFTING REQUIREMENTS RECOVERED ITEM 1	#	RECOVERED ITEM 2	#	RECOVERED ITEM 3
Feline crossbow	79	3.35	4	6.3	2.25	10	2%	—	2	—	2%	—	15%	2	Hardened timber	1	Wax	1	Dark iron ore
Ursine crossbow	94	3.6	5	7.24	2.1	—	5%	2%	2	—	2%	—	15%	2	Hardened timber	1	Resin	1	Dark iron ore

ARMOR

Armor consists of four pieces of equipment: chest armor, gauntlets, trousers, and boots. These four pieces fall into three weight classes: light, medium, and heavy. As with swords, the best armor in *The Witcher 3: Wild Hunt* is crafted, from recipes found during the treasure hunts (see page 324 for more details).

CHEST ARMOR LIST

NAME	PRICE $	WEIGHT Kg	QUAL Min	QUAL Max	DURA Min	SOCKET #	RATING #	ARMOR #	VITALITY #	STAM REGEN %	RESISTANCES BLUDGEONING	BURN	ELEMENTAL	PIERCE	REND	SLASH	DISASSEMBLED COMPONENTS #	REC ITEM 1	#	REC ITEM 2	#	REC ITEM 3	#	REC ITEM 4	#	REC ITEM 5
LIGHT																										
Kaer Morhen armor	98	3.12	1	1	100	0	45	22	—	—	7%	—	10%	—	10%	10%	2	Linen	1	Leather	2	Leather scraps	2	Leather straps	2	Iron ore
Cidarian gambeson	107	1.5	1	1	100	0	62	30	—	10%	10%	—	—	7%	—	15%	2	Linen	4	Leather scraps	2	Leather straps	4	Thread	6	Cotton
Skellige gambeson	153	1.99	1	1	100	0	65	35	—	10%	15%	—	—	10%	—	15%	3	Linen	4	Leather scraps	3	Leather straps	6	Thread	1	Silk
Kaedweni gambeson	195	3.46	1	2	100	1	70	40	—	10%	15%	—	—	10%	—	25%	4	Linen	2	Leather	2	Leather straps	3	Thread	5	Leather scraps
Spikeroog aketon	224	3.62	1	2	100	1	72	50	—	10%	15%	—	—	10%	—	30%	3	Linen	3	Leather	2	Leather straps	6	Thread	5	String
Verden archer's gambeson	241	3.89	1	3	100	1	66	60	—	10%	20%	—	—	—	—	20%	5	Linen	3	Leather	5	Leather straps	3	Thread	1	Silk
Bounty hunter's gambeson	249	4.51	1	3	100	1	70	65	—	10%	25%	—	—	—	—	25%	5	Linen	4	Leather	3	Leather straps	4	Thread	1	Leather scraps
Ard Skellig aketon	248	5.28	1	3	100	1	74	90	—	10%	30%	—	—	—	—	30%	5	Linen	2	Hardened leather	2	Leather scraps	2	Rope	1	String
Freya's Warriors' armor	270	4.53	1	3	100	1	78	110	—	10%	30%	—	—	10%	—	30%	5	Linen	3	Hardened leather	5	Leather straps	4	Thread	1	Silk

CHEST ARMOR LIST CONTINUED

	PRICE	WEIGHT	QUAL		DURA	SOCKET	RATING	ARMOR	VITALITY	STAM REGEN	BLUDGEONING	BURN	ELEMENTAL	PIERCE	REND	SLASH	DISASSEMBLED COMPONENTS									
NAME	$	Kg	Min	Max	Min	#	#	#	#	%	RESISTANCES						#	REC ITEM 1	#	REC ITEM 2	#	REC ITEM 3	#	REC ITEM 4	#	REC ITEM 5
MEDIUM																										
Salmian brigandine	210	12.65	1	3	100	0	72	90	—	—	20%	—	—	15%	—	20%	5	Linen	2	Hardened leather	2	Leather straps	5	Nails	4	Steel ingot
Cidarian cavalry armor	278	16.49	1	3	100	1	76	95	—	—	20%	—	—	15%	—	30%	4	Linen	3	Hardened leather	5	Leather straps	3	Leather scraps	4	Steel plate
Redanian halberdier's armor	278	16.01	1	3	100	1	77	100	—	—	20%	—	—	20%	—	30%	6	Linen	2	Hardened leather	5	Leather straps	4	Leather scraps	4	Steel plate
Angrenian cuirass	283	13.15	1	3	100	1	84	105	—	—	25%	—	—	25%	—	35%	5	Linen	3	Hardened leather	2	Leather straps	1	Meteorite ore	3	Steel plate
Belhaven brigandine	234	13.49	1	3	100	1	72	110	—	—	20%	—	—	15%	—	20%	4	Linen	3	Hardened leather	2	Leather straps	5	Nails	4	Steel ingot
Kaedweni cuirass	296	13.96	1	3	100	2	82	120	—	—	20%	—	—	30%	—	30%	6	Linen	3	Hardened leather	4	Leather straps	1	Dark iron ore	3	Steel plate
Witch hunter's armor	421	11.48	1	3	100	2	81	140	—	—	25%	—	—	25%	—	30%	4	Leather	4	Hardened leather	3	Leather straps	1	Redanian special forces insignia	2	Dark steel ingot
Witch hunter's armor	575	12.11	4	4	100	2	376	166	—	—	30%	—	10%	30%	10%	30%	4	Leather	4	Hardened leather	3	Leather straps	1	Redanian special forces insignia	2	Dark steel ingot
Eternal Fire executioner's armor	630	12.73	1	3	100	3	78	165	—	—	20%	—	—	20%	—	30%	2	Hardened leather	2	Draconide leather	2	Leather	1	Redanian special forces insignia	2	Dark steel ingot
HEAVY																										
Mag Deira cuirass	749	24.95	1	3	100	1	84	155	—	-10%	25%	—	—	30%	—	30%	4	Leather	2	Draconide leather	5	Leather straps	5	Wire	2	Dark steel plate
Ban Ard breastplate	865	21.8	1	3	100	1	84	160	—	-10%	20%	—	—	30%	—	35%	5	Silk	2	Draconide leather	4	Leather straps	2	Steel ingot	3	Dark steel plate
Nilfgaardian guardsman armor	838	20.32	1	3	100	2	92	165	—	-10%	30%	—	—	35%	—	40%	2	Hardened leather	2	Draconide leather	5	Leather scraps	1	Silk	3	Dark steel plate
Hindarsfjall heavy armor	843	30.2	1	3	100	3	96	175	—	-10%	30%	—	—	40%	—	45%	2	Hardened leather	2	Draconide leather	5	Leather scraps	6	Wire	3	Dark steel plate
Mahakaman heavy armor	885	30.65	1	3	100	2	82	190	—	-10%	25%	—	—	25%	—	30%	5	Silk	2	Draconide leather	3	Meteorite ore	9	Wire	4	Dark steel ingot
Nilfgaardian guardsman armor	808	12.76	1	1	100	0	65	25	—	-10%	7%	—	10%	—	10%	10%	6	Linen	2	Dimeritium ore	2	Glowing ingot	5	Leather scraps	4	Steel ingot
Wild Hunt warrior's armor	344	8	1	3	100	0	341	90	—	-10%	20%	40%	—	40%	—	—	2	Hardened leather	4	Leather scraps	2	Dark iron ingot	2	Steel ingot	4	Meteorite ore
CASUAL																										
Shirt	70	2.4	1	1	100	0	2	1	—	—	—	—	—	—	—	—	2	Linen	2	Leather straps	1	Twine	1	String	2	Iron ore
Shirt	68	2.4	1	1	100	0	2	1	—	—	—	—	—	—	—	—	2	Linen	1	Leather straps	1	Twine	1	String	1	Iron ore
Elegant courtier's doublet	80	1.09	1	1	100	0	2	1	—	—	—	—	—	—	—	—	2	Linen	5	Thread	6	Cotton	2	Leather straps	1	Iron ore
Elegant courtier's doublet	82	1.09	1	1	100	0	2	1	—	—	—	—	—	—	—	—	1	Linen	5	Thread	4	Cotton	1	Leather straps	1	Nilfgaardian special forces insignia
Elegant courtier's doublet	72	1.09	1	1	100	0	2	1	—	—	—	—	—	—	—	—	2	Linen	4	Thread	4	Cotton	2	Leather straps	1	Iron ore
Elegant Skellige shirt	122	1.25	1	1	100	0	2	1	—	—	—	—	—	—	—	—	3	Linen	3	String	4	Thread	1	Leather straps	1	Silk
Skellige tunic	127	1.25	1	1	100	0	2	1	—	—	—	—	—	—	—	—	4	Linen	5	Thread	4	Cotton	1	Leather straps	1	Silk

RELIC CHEST ARMOR

	PRICE	WEIGHT	QUALITY		DURA	SOCKET	RATING	ARMOR	VITALITY	STAM REGEN	BLUDGEONING	BURN	ELEMENTAL	PIERCE	REND	SLASH	DISASSEMBLED COMPONENTS									
NAME	C	Kg	Min	Max	Min	#	#	Min	#	%	RESISTANCES						#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
LEGENDARY																										
Shiadhal's armor	632	6.21	4	4	200	1	121	130	—	10%	10%	100%	—	25%	—	25%	3	Silk	3	Hardened leather	4	Meteorite ingot	3	Leather straps	2	Amber dust
Thyssen armor	900	10.61	4	4	200	2	120	140	—	—	20%	—	—	20%	—	35%	3	Silk	3	Meteorite silver plate	2	Leather scraps	4	Leather straps	1	Ruby dust
Oathbreaker Armor	1105	18.9	4	4	200	3	94	150	—	—	25%	—	—	25%	—	35%	5	Silk	2	Draconide leather	3	Dark steel plate	4	Leather straps	2	Emerald dust
Impera Brigade armor	1216	10.08	4	4	300	3	113	160	—	-10%	35%	—	25%	40%	—	40%	4	Silk	2	Draconide leather	2	Leather straps	2	Sapphire dust	4	Glowing ingot
Zireael armor	1394	11.58	4	4	200	3	143	170	—	-10%	30%	—	—	40%	25%	40%	4	Silk	1	Draconide leather	6	Glowing ingot	4	Leather straps	2	Lunar shards
Great Sun armor	1905	16.03	4	4	300	3	104	180	—	-10%	30%	—	—	40%	—	45%	4	Silk	2	Draconide leather	4	Dwimeryte ingot	2	Leather straps	1	Ruby dust
LIGHT																										
Cidarian gambeson	109	1.5	4	4	100	0	84	30	10	10%	10%	—	—	7%	—	15%	2	Linen	4	Leather scraps	2	Leather straps	4	Thread	6	Cotton
Skellige gambeson	153	1.99	4	4	100	0	70	35	100	10%	15%	—	—	10%	—	15%	3	Linen	4	Leather scraps	3	Leather straps	6	Thread	1	Silk
Kaedweni gambeson	196	3.46	4	4	100	1	74	40	—	10%	15%	—	—	10%	—	25%	4	Linen	2	Leather	2	Leather straps	3	Thread	5	Leather scraps

RELIC CHEST ARMOR

NAME	PRICE	WEIGHT	QUALITY		DURA	SOCKET	RATING	ARMOR	VITALITY	STAM REGEN	RESISTANCES						DISASSEMBLED COMPONENTS									
											BLUDGEONING	BURN	ELEMENTAL	PIERCE	REND	SLASH	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
	C	Kg	Min	Max	Min	#	#	Min	#	%																
Spikeroog aketon	224	3.62	4	4	100	1	73	50	—	10%	15%	—	—	10%	—	30%	3	Linen	3	Leather	2	Leather straps	6	Thread	5	String
Verden archer's gambeson	241	3.89	4	4	100	1	70	60	—	10%	20%	—	—	0%	—	20%	5	Linen	3	Leather	5	Leather straps	3	Thread	1	Silk
Bounty hunter's gambeson	250	4.51	4	4	100	1	74	65	—	10%	25%	—	—	0%	—	25%	5	Linen	4	Leather	3	Leather straps	4	Thread	1	Leather scraps
Ard Skellig aketon	300	7.88	4	4	100	1	74	90	—	10%	30%	—	—	0%	—	30%	5	Linen	2	Hardened leather	2	Leather scraps	2	Rope	1	String
Freya's Warriors' armor	348	7.83	4	4	100	1	78	110	—	10%	30%	—	—	10%	—	30%	5	Linen	3	Hardened leather	5	Leather straps	4	Thread	1	Silk
MEDIUM																										
Salmian brigandine	270	14.85	4	4	100	0	121	90	100	—	20%	—	—	15%	—	20%	5	Linen	2	Hardened leather	2	Leather straps	5	Nails	4	Steel ingot
Cidarian cavalry armor	368	19.79	4	4	100	1	135	95	100	—	20%	—	—	15%	—	30%	4	Linen	3	Hardened leather	5	Leather straps	3	Leather scraps	4	Steel plate
Redanian halberdier's armor	345	18.21	4	4	100	1	147	100	100	—	20%	—	—	20%	—	30%	6	Linen	2	Hardened leather	5	Leather straps	4	Leather scraps	4	Steel plate
Angrenian cuirass	381	16.45	4	4	100	1	163	105	100	—	25%	—	—	25%	—	35%	5	Linen	3	Hardened leather	2	Leather straps	1	Meteorite ore	3	Steel plate
Belhaven brigandine	332	16.79	4	4	100	1	162	110	100	—	20%	—	—	15%	—	20%	4	Linen	3	Hardened leather	2	Leather straps	5	Nails	4	Steel ingot
Kaedweni cuirass	400	17.26	4	4	100	2	181	120	100	—	20%	—	—	30%	—	30%	6	Linen	3	Hardened leather	4	Leather straps	1	Dark iron ore	3	Steel plate
Witch hunter's armor	555	15.88	4	4	100	2	191	140	100	—	25%	—	—	25%	—	30%	4	Leather	4	Hardened leather	3	Leather straps	1	Redanian special forces insignia	2	Dark steel ingot
Eternal Fire executioner's armor	820	19.33	4	4	100	3	197	165	100	—	20%	—	—	20%	—	30%	2	Hardened leather	2	Draconide leather	2	Leather	1	Redanian special forces insignia	2	Dark steel ingot
HEAVY																										
Mag Deira cuirass	911	28.35	4	4	100	1	263	155	300	-10%	25%	—	—	30%	—	30%	4	Leather	2	Draconide leather	5	Leather straps	5	Wire	2	Dark steel plate
Dan Ard breastplate	1050	26.2	4	4	100	1	283	160	400	-10%	20%	—	—	30%	—	35%	5	Silk	2	Draconide leather	4	Leather straps	2	Steel ingot	3	Dark steel plate
Nilfgaardian guardsman armor	1086	26.92	4	4	100	2	301	165	450	-10%	30%	—	—	35%	—	40%	2	Hardened leather	2	Draconide leather	5	Leather scraps	1	Silk	3	Dark steel plate
Hindarsfjall heavy armor	1096	35.6	4	4	100	3	325	175	500	-10%	30%	—	—	40%	—	45%	2	Hardened leather	2	Draconide leather	5	Leather scraps	6	Wire	3	Dark steel plate
Mahakaman heavy armor	1079	33.25	4	4	100	2	321	190	550	-10%	25%	—	—	25%	—	30%	5	Silk	2	Draconide leather	3	Meteorite ore	9	Wire	4	Dark steel ingot

GAUNTLETS

NAME	PRICE	WEIGHT	QUALITY		DURA	SOCKET	RATING	ARMOR	VITALITY	STAM REGEN	RESISTANCES						DISASSEMBLED COMPONENTS									
											BLUDGEONING	BURN	ELEMENTAL	PIERCE	REND	SLASH	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
	C	Kg	Min	Max	Min	#	#	Min	#	%																
Hunting gauntlets	31	1.2	1	1	100	0	3	1	—	—	—	—	2%	—	—	1%	2	Leather scraps	1	Iron ore	1	Leather straps	—	—	—	—
Hunting gauntlets	59	1.08	1	1	100	0	6	5	—	2%	1%	—	—	—	—	1%	1	Leather scraps	1	Leather	1	Thread	2	Cotton	6	Cotton
Cavalry gauntlets	76	1.48	1	2	100	0	7	10	—	—	2%	—	—	1%	—	2%	3	Leather scraps	1	Leather	1	Thread	2	Cotton	—	—
Tracker's gauntlets	101	2.08	1	3	100	1	8	18	—	2%	2%	—	—	1%	—	3%	2	Leather scraps	2	Leather	1	Thread	2	Cotton	—	—
Assassin's gauntlets	120	2.48	4	4	200	1	13	50	—	2%	2%	—	—	2%	—	5%	4	Leather scraps	2	Leather	1	Thread	2	Cotton	—	—
Axeman's gauntlets	86	4.6	1	3	100	0	7	15	—	-2%	2%	—	—	2%	—	2%	1	Leather	4	Leather scraps	1	Steel ingot	2	Iron ore	—	—
Knight's gauntlets	114	5.45	1	3	100	1	10	20	—	—	3%	—	—	2%	—	4%	1	Leather	4	Leather scraps	2	Steel ingot	1	Leather straps	1	Dark iron ore
Assault gauntlets	138	4.78	1	3	100	2	10	25	—	-2%	4%	—	—	4%	—	5%	2	Leather	1	Steel ingot	1	Thread	2	Cotton	2	Dark iron ore
Nilfgaardian guardsman's gauntlets	186	6.92	4	4	200	2	33	30	—	-2%	5%	—	—	5%	5%	5%	3	Leather scraps	2	Steel ingot	1	Thread	4	Cotton	4	Dark iron ore
Wild Hunt warrior's gauntlets	190	2.3	1	3	100	0	13	0	—	-2%	—	3%	—	—	—	—	4	Linen	2	Thread	4	Cotton	2	Meteorite ore	2	Silver ore

TROUSERS

NAME	PRICE	WEIGHT	QUALITY		DURA	SOCKET	RATING	ARMOR	VITALITY	STAM REGEN	RESISTANCES						DISASSEMBLED COMPONENTS									
											BLUDGEONING	BURN	ELEMENTAL	PIERCE	REND	SLASH	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
	C	Kg	Min	Max	Min	#	#	Min	#	%																
LIGHT																										
Hunting trousers	78	2.1	1	1	100	0	11	5	—	—	—	—	4%	—	—	3%	2	Linen	1	Steel ingot	5	Thread	4	Cotton	—	—
Hunting trousers	69	0.68	1	1	100	0	14	10	—	10%	2%	—	—	2%	—	3%	1	Linen	1	Leather scraps	2	Thread	4	Cotton	—	—
Hunting trousers	58	0.5	2	2	100	0	15	15	—	10%	2%	—	—	2%	—	4%	1	Linen	2	Leather straps	3	String	—	—	—	—

TROUSERS CONTINUED

	PRICE	WEIGHT	QUALITY		DURA	SOCKET	RATING	ARMOR	VITALITY	STAM REGEN	BLUDGEONING	BURN	ELEMENTAL	PIERCE	REND	SLASH	DISASSEMBLED COMPONENTS									
NAME	C	Kg	Min	Max	Min	#	#	Min	#	%	RESISTANCES						#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
LIGHT																										
Cavalry trousers	74	0.94	1	3	100	0	16	15	—	10%	2%	—	—	2%	—	6%	1	Linen	2	Leather scraps	5	Thread	4	Cotton	1	Twine
Tracker's trousers	88	1.11	1	3	100	1	19	25	—	—	4%	—	—	4%	—	9%	2	Linen	1	Leather scraps	1	Timber	2	Leather straps	3	String
Assassin's trousers	162	1.35	4	4	200	0	91	60	150	10%	5%	—	—	5%	—	15%	1	Linen	4	Leather scraps	3	Leather straps	3	String	—	—
HEAVY																										
Axeman's trousers	115	5.05	1	2	100	0	18	25	—	-10%	4%	—	—	4%	—	6%	1	Linen	1	Steel plate	2	Dark iron ore	1	Leather straps	3	String
Sapper's trousers	126	2.85	1	3	100	0	19	30	—	—	5%	—	—	5%	—	7%	1	Linen	3	Dark iron ore	1	Leather straps	3	String	—	—
Lyrian hardened leather trousers	156	6.62	1	3	100	1	22	40	—	-10%	8%	—	—	8%	—	10%	1	Linen	4	Thread	2	Steel ingot	4	Dark iron ore	2	Leather straps
Mahakaman trousers	348	5.47	4	4	200	2	135	80	150	-10%	10%	—	—	10%	—	15%	2	Linen	2	Leather	4	Dark iron ore	2	Steel ingot	3	Leather straps
CASUAL																										
Nilfgaardian trousers	54	0.56	1	1	75	0	4	2	—	—	—	—	—	—	—	—	1	Linen	4	Thread	2	Leather straps	2	Twine	—	—
Skellige breeches	70	0.56	1	1	75	0	4	2	—	—	—	—	—	—	—	—	4	Linen	2	Thread	4	Cotton	2	Meteorite ore	2	Silver ore
Skellige breeches	70	0.56	1	1	75	0	4	2	—	—	—	—	—	—	—	—	1	Linen	4	Thread	1	Leather straps	1	Rope	—	—
Wild Hunt warrior's trousers	78	1.35	1	3	100	0	21	0	—	-10%	—	6%	—	—	—	—	1	Linen	4	Thread	1	Leather	3	Leather straps	1	String

BOOTS

	PRICE	WEIGHT	QUALITY		DURA	SOCKET	RATING	ARMOR	VITALITY	STAM REGEN	BLUDGEONING	BURN	ELEMENTAL	PIERCE	REND	SLASH	DISASSEMBLED COMPONENTS									
NAME	C	Kg	Min	Max	Min	#	#	Min	#	%	RESISTANCES						#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
LIGHT																										
Hunting boots	50	1.4	1	1	100	0	3	1	—	—	—	—	2%	—	—	1%	3	Leather scraps	1	Iron ore	1	Leather straps	—	—	—	—
Hunting boots	96	1	1	1	100	0	12	7	—	3%	1%	—	—	1%	—	1%	1	Linen	3	Leather scraps	2	Thread	2	String	—	—
Hunting boots	115	1.78	2	2	100	1	12	13	—	3%	1%	—	—	1%	—	2%	1	Linen	4	Leather scraps	4	Thread	2	String	1	Oil
Cavalry boots	90	1.28	1	2	100	0	14	17	—	3%	1%	—	—	1%	—	2%	1	Leather	2	Leather scraps	2	Thread	—	—	—	—
Tracker's boots	101	1.52	1	3	100	1	13	21	—	—	1%	—	—	1%	—	3%	1	Leather	3	Leather scraps	3	Thread	—	—	—	—
Hunting boots	104	1.64	4	4	100	0	17	15	—	3%	2%	—	—	2%	—	6%	1	Linen	3	Leather scraps	2	Thread	2	String	—	—
Cavalry boots	101	1	4	4	100	0	19	19	—	3%	3%	—	—	3%	—	3%	1	Leather	2	Leather scraps	2	Thread	—	—	—	—
Tracker's boots	615	1.20	4	4	100	1	105	23	100	3%	3%	—	—	3%	—	4%	1	Leather	3	Leather scraps	3	Thread	—	—	—	—
Assassin's boots	117	1.52	4	4	100	1	15	27	—	—	3%	—	—	3%	—	5%	1	Leather	3	Leather scraps	2	Thread	2	String	—	—
Trapper's boots	122	2.02	1	3	100	1	13	32	—	3%	1%	—	—	1%	—	2%	2	Leather	1	Leather scraps	3	Thread	1	Dye	—	—
Swordsman's boots	136	2.82	1	3	100	1	14	35	—	—	2%	—	—	2%	—	3%	2	Leather	3	Leather scraps	3	Thread	1	Oil	—	—
Mountain Folk boots	181	3.02	4	4	200	1	25	40	—	3%	2%	—	—	2%	2%	5%	2	Leather	3	Leather scraps	4	Thread	2	String	1	Oil
HEAVY																										
Axeman's boots	138	2.36	1	3	75	1	13	41	—	-3%	2%	—	—	2%	—	2%	2	Leather	3	Leather scraps	4	Thread	—	—	—	—
Guardsman's boots	118	3.22	1	3	100	0	16	45	—	-3%	3%	—	—	3%	—	4%	1	Hardened leather	3	Leather scraps	3	Thread	2	Iron ore	—	—
Reaver's boots	139	2.32	1	3	100	0	16	49	—	—	4%	—	—	4%	—	5%	1	Hardened leather	3	Fur square	3	Thread	—	—	—	—
Executioner's boots	158	3.37	1	3	100	1	18	53	—	-3%	5%	—	—	5%	—	6%	4	Leather scraps	3	Thread	3	Dark iron ore	1	Leather straps	—	—
Campaigner's boots	158	2.92	1	3	100	1	13	57	—	-3%	2%	—	—	2%	—	2%	3	Leather	2	Leather scraps	3	Thread	—	—	—	—
Captain's boots	192	3.72	1	3	100	1	15	61	—	-3%	3%	—	—	2%	—	4%	4	Leather	2	Leather scraps	3	Thread	—	—	—	—
Condottiere's boots	210	5.5	4	4	100	2	23	65	—	—	5%	—	—	5%	—	5%	1	Hardened leather	3	Fur square	5	Thread	2	Dark iron ore	2	Iron ore
Alder Folk boots	259	6.77	4	4	200	2	27	70	—	3%	5%	—	5%	5%	5%	6%	3	Leather scraps	3	Thread	3	Dark steel ingot	1	Leather straps	—	—
Elegant Nilfgaardian shoes	59	1.65	1	3	100	0	2	1	—	—	—	—	—	—	—	—	3	Leather scraps	1	Linen	—	—	—	—	—	—
Skellige festive slippers	91	0.76	1	1	100	0	2	1	—	—	—	—	—	—	—	—	1	Linen	3	Fur square	1	String	—	—	—	—
Radovid's slippers	470	0.6	2	2	100	0	66	0	—	-2%	—	2%	—	—	—	—	2	Meteorite ore	1	Ruby dust	—	—	—	—	—	—

CRAFTED ARMOR

Crafting once again yields some of the best protection a witcher could ask for, with the Feline, Ursine, and Griffin Witcher Gear providing bonuses that, when stacked with the right build, glyphs, and runestones, can make Geralt into a world-beater.

CRAFTED CHEST ARMOR

	PRICE	WEIGHT	QUALITY		DURA	SOCKET	RATING	ARMOR	VITALITY	STAM REGEN	RESISTANCES						DISASSEMBLED COMPONENTS									
NAME	C	Kg	Min	Max	#	#	#	#	#	%	BLUDGEONING	BURN	ELEMENTAL	PIERCE	REND	SLASH	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
LIGHT																										
Warrior's leather jacket	121	5.08	5	5	100	0	81.6	30	—	—	9%		15%		12%	18%	2	Linen	4	Thread	1	Leather	2	Leather scraps	2	Iron ingot
Cidarian gambeson	120	1.62	3	3	100	0	78	32	—	10%	10%	—	—	7%	—	15%	3	Linen	1	Leather	2	Leather straps	4	Thread	4	Cotton
Skelligе gambeson	157	1.99	3	3	100	0	94	38	—	10%	15%	—	—	10%	—	15%	3	Linen	1	Leather	3	Leather straps	6	Thread	1	Silk
Kaedweni gambeson	201	3.46	3	3	100	1	106	42	—	10%	15%	—	—	10%	—	25%	4	Linen	2	Leather	2	Leather straps	3	Thread	5	Leather scraps
Spikeroog aketon	238	3.62	3	3	100	1	143	54	—	10%	15%	—	—	10%	—	30%	3	Linen	3	Leather	2	Leather straps	6	Thread	5	String
Shiadhal's armor	1445	15.2	4	4	100	1	372	150	—	10%	10%	100%	—	25%	—	25%	5	Linen	2	Draconide leather	3	Meteorite silver plate	1	Silk	2	Amber dust
Verden archer's gambeson	256	3.89	3	3	100	1	142	62	—	10%	20%	—	—	—	—	20%	5	Linen	3	Leather	5	Leather straps	3	Thread	1	Silk
Bounty hunter's gambeson	272	4.51	3	3	100	1	167	67	—	10%	25%	—	—	—	—	25%	5	Linen	4	Leather	3	Leather straps	4	Thread	1	Leather scraps
Ard Skellig aketon	288	5.28	3	3	100	1	210.2	92	—	10%	30%	—	—	—	—	30%	5	Linen	2	Hardened leather	2	Leather scraps	2	Rope	1	String
MEDIUM																										
Salmian brigandine	249	12.6	2	3	100	0	207.2	92	—	—	20%	—	—	15%	—	20%	5	Linen	2	Hardened leather	2	Leather straps	5	Nails	2	Steel plate
Cidarian cavalry armor	330	16.4	3	3	100	1	233	97	—	—	20%	—	—	15%	—	30%	4	Linen	3	Hardened leather	5	Leather straps	3	Leather scraps	4	Steel plate
Redanian halberdier's armor	369	17	3	3	100	1	232	102	—	—	20%	—	—	20%	—	30%	6	Linen	3	Hardened leather	5	Leather straps	4	Leather scraps	4	Steel plate
Angrenian cuirass	501	12	3	3	100	1	250	107	—	—	25%	—	—	25%	—	35%	4	Linen	3	Hardened leather	3	Leather straps	1	Meteorite ore	2	Dark steel plate
HEAVY																										
Mag Deira cuirass	880	24.9	3	3	100	1	350	157	—	-10%	25%	—	—	30%	—	30%	4	Leather	2	Draconide leather	5	Leather straps	5	Wire	2	Dark steel plate
Ban Ard breastplate	1004	21.8	3	3	100	1	359.2	162	—	-10%	20%	—	—	30%	—	35%	5	Silk	2	Draconide leather	4	Leather straps	1	Steel plate	3	Dark steel plate
Nilfgaardian guardsman armor	1097	24.3	3	3	100	2	378.2	167	—	-10%	30%	—	—	35%	—	40%	2	Hardened leather	2	Draconide leather	5	Leather scraps	1	Silk	4	Dark steel plate
Hindarsfjall heavy armor	1135	34.2	3	3	100	3	413	177	—	-10%	30%	—	—	40%	—	45%	2	Hardened leather	2	Draconide leather	5	Leather scraps	6	Wire	4	Dark steel plate
Thyssen armor	1297	24	4	4	200	2	431	180	—	—	20%	—	—	20%	—	35%	2	Hardened leather	2	Draconide leather	4	Meteorite ore	1	Ruby dust	4	Dark steel plate
Impera Brigade armor	1574	11.2	4	4	300	3	424	180	—	-10%	35%	—	25%	40%	—	40%	4	Silk	2	Draconide leather	2	Leather straps	2	Sapphire dust	4	Glowing ingot
FELINE																										
Feline armor	458	12.2	5	5	100	1	224	105	—	10%	5%	—	20%	5%	5%	—	1	Geralt Shirt	2	Hardened leather	4	Dark iron ingot	4	Steel ingot	2	Hardened timber
Enhanced Feline armor	576	12.6	5	5	100	2	290	135	—	10%	5%	—	30%	5%	10%	—	4	Hardened leather	4	Dark iron ingot	4	Steel ingot	2	Lunar shards	—	—
Superior Feline armor	2014	15.3	5	5	100	3	354	165	—	10%	5%	—	35%	10%	10%	—	2	Draconide leather	2	Dwimeryte ingot	4	Glowing ingot	3	Quicksilver solution	—	—
Mastercrafted Feline armor	2163	20.2	5	5	100	3	412	190	—	10%	10%	—	45%	10%	15%	—	3	Draconide leather	2	Hardened leather	2	Dwimeryte ingot	4	Glowing ingot	—	—
GRIFFIN																										
Griffin armor	446	6.67	5	5	100	1	166	75	—	—	5%	—	—	5%	10%	—	1	Geralt Shirt	2	Hardened leather	2	Meteorite ingot	2	Silver ingot	5	Leather straps
Enhanced Griffin armor	547	7.39	5	5	100	2	242	110	—	—	5%	—	—	10%	10%	—	3	Hardened leather	2	Meteorite ingot	2	Silver ingot	4	Linen	—	—
Superior Griffin armor	2089	20.8	5	5	100	3	330	150	—	—	10%	—	—	10%	15%	—	3	Draconide leather	2	Hardened leather	2	Dwimeryte ingot	4	Glowing ingot	—	—
Mastercrafted Griffin armor	2591	20.1	5	5	100	1	422	190	—	—	15%	—	—	15%	20%	—	2	Draconide leather	3	Dwimeryte ingot	6	Glowing ingot	1	Fifth essence	—	—
URSINE																										
Ursine armor	414	8.36	5	5	100	1	260	120	—	-10%	5%	—	—	—	5%	15%	1	Geralt Shirt	2	Hardened leather	2	Dark iron ingot	2	Steel ingot	4	Linen
Enhanced Ursine armor	577	6.9	5	5	100	2	322	145	—	-10%	10%	—	—	—	10%	20%	3	Hardened leather	2	Meteorite ingot	2	Silver ingot	5	String	—	—
Superior Ursine armor	2117	19.4	5	5	100	3	380	170	—	-10%	15%	—	—	—	15%	20%	3	Draconide leather	2	Hardened leather	2	Dwimeryte ingot	4	Glowing ingot	—	—
Mastercrafted Ursine armor	2821	22.7	5	5	100	3	436	190	—	-10%	25%	—	—	—	25%	25%	4	Draconide leather	4	Dwimeryte ingot	4	Glowing ingot	6	Chitin scale	1	Optima mater

CRAFTED GAUNTLETS

	PRICE	WEIGHT	QUALITY		DURA	SOCKET	RATING	ARMOR	VITALITY	STAM REGEN	BLUDGEONING	BURN	ELEMENTAL	PIERCE	REND	SLASH	DISASSEMBLED COMPONENTS									
NAME	C	Kg	Min	Max	#	#	#	#	#	%	RESISTANCES						#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
LIGHT																										
Hunting gauntlets	74	1.32	3	3	100	0	11.2	4	—	2%	1%	—	—	—	—	1%	2	Leather scraps	1	Leather	2	Thread	2	Cotton	—	—
Cavalry gauntlets	120	1.72	3	3	100	0	32.2	14	—	—	2%	—	—	1%	—	2%	4	Leather scraps	1	Leather	2	Thread	2	Cotton	—	—
Tracker's gauntlets	168	2.32	3	3	100	1	42.4	20	—	2%	2%	—	—	1%	—	3%	3	Leather scraps	2	Leather	2	Thread	2	Cotton	—	—
Assassin's gauntlets	227	1.92	4	4	100	1	64.1	28	—	2%	2%	—	—	2%	—	5%	3	Leather scraps	4	Leather straps	2	Leather	2	Thread	2	Cotton
HEAVY																										
Axeman's gauntlets	250	4.64	3	3	100	0	70.4	34	—	-2%	2%	—	—	2%	—	2%	1	Leather	4	Leather scraps	2	Steel ingot	1	Thread	—	—
Knight's gauntlets	405	5.48	3	3	100	1	94.63	45	—	—	3%	—	—	2%	—	4%	1	Leather	4	Leather scraps	2	Steel ingot	2	Thread	1	Dark iron ore
Assault gauntlets	587	6.32	3	3	100	2	117.4	55	—	-2%	4%	—	—	4%	—	5%	1	Leather	4	Leather scraps	2	Steel ingot	3	Thread	2	Dark iron ore
Nilfgaardian guardsman's gauntlets	955	4.88	4	4	100	2	158	65	—	-2%	5%	—	—	5%	5%	5%	4	Leather scraps	4	Dark iron ore	2	Steel ingot	1	String	—	—
FELINE																										
Feline gauntlets	298	4.8	5	5	100	0	69.22	33	—	2%	1%	—	5%	1%	—	1%	1	Leather	4	Leather scraps	1	Dark iron ore	2	Nails	1	Hardened timber
Enhanced Feline gauntlets	457	4	5	5	100	1	94.44	45		2%	2%	—	5%	2%	—	2%	1	Leather	4	Leather scraps	2	Dark iron ore	1	Steel ingot	4	Leather straps
GRIFFIN																										
Griffin gauntlets	214	1.63	5	5	100	0	46.4	21	—	—	1%	—	3%	1%	—	1%	4	Leather scraps	1	Meteorite ore	2	Leather straps	1	Thread	2	Cotton
Enhanced Griffin gauntlets	392	3.46	5	5	100	1	77.6	35	—	—	2%	—	3%	2%	—	2%	4	Leather scraps	2	Meteorite ore	2	Silver ore	1	String	2	Thread
URSINE																										
Ursine gauntlets	371	3.8	5	5	100	0	83.6	39	—	-2%	1%	—	—	1%	5%	2%	1	Leather	4	Leather scraps	1	Dark iron ore	3	Silver mineral	2	Leather straps
Enhanced Ursine gauntlets	572	3.85	5	5	100	1	107.6	49	—	-2%	3%	—	—	3%	5%	3%	6	Leather scraps	2	Dark iron ore	1	Steel ingot	1	Meteorite ore	—	—

CRAFTED TROUSERS

	PRICE	WEIGHT	QUALITY		DURA	SOCKET	RATING	ARMOR	VITALITY	STAM REGEN	BLUDGEONING	BURN	ELEMENTAL	PIERCE	REND	SLASH	DISASSEMBLED COMPONENTS									
NAME	C	Kg	Min	Max	#	#	#	#	#	%	RESISTANCES						#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
LIGHT																										
Hunting trousers	81	0.72	3	3	100	0	31.8	8	—	10%	2%	—	—	2%	—	3%	2	Linen	1	Leather scraps	3	Thread	1	String	—	—
Cavalry trousers	101	0.98	3	3	100	0	52.4	10	—	10%	2%	—	—	2%	—	6%	2	Linen	2	Leather straps	4	Thread	1	Twine	—	—
Tracker's trousers	131	1.36	3	3	100	1	67.8	24	—	—	4%	—	—	4%	—	9%	3	Linen	1	Leather scraps	2	Timber	2	Leather straps	1	String
Assassin's trousers	455	1.4	4	4	100	2	210	30	350	10%	5%	—	—	5%	—	15%	2	Linen	4	Leather scraps	4	Leather straps	1	String	—	—
HEAVY																										
Axeman's trousers	172	5.1	3	3	100	1	81.6	37	—	-10%	4%	—	—	4%	—	6%	2	Linen	2	Steel ingot	2	Dark iron ore	2	Leather straps	1	String
Sapper's trousers	268	3.7	3	3	100	1	118.8	50	—	—	5%	—	—	5%	—	7%	2	Linen	4	Dark iron ore	2	Leather straps	1	String	—	—
Lyrian hardened leather trousers	349	5.27	3	3	100	1	138.4	63	—	-10%	8%	—	—	8%	—	10%	2	Linen	3	Dark iron ingot	3	Leather straps	—	—	—	—
Mahakaman trousers	498	5.63	4	4	100	2	186.5	85	—	-10%	10%	—	—	10%	—	15%	3	Linen	2	Leather	2	Steel ingot	4	Dark iron ore	3	Leather straps
FELINE																										
Feline trousers	223	3.54	5	5	100	0	80	37	—	10%	1%	—	10%	1%	—	3%	2	Silk	1	Leather	1	Hardened timber	4	Leather scraps	—	—
Enhanced Feline trousers	268	4.84	5	5	100	2	108	49	—	10%	3%	—	15%	3%	—	6%	2	Silk	2	Dark iron ore	1	Steel ingot	2	Hardened timber	—	—
GRIFFIN																										
Griffin trousers	219	2.59	5	5	100	0	61.6	25	—	—	2%	—	15%	2%	—	5%	2	Silk	1	Leather	1	Meteorite ore	4	Leather scraps	—	—
Enhanced Griffin trousers	285	2.64	5	5	100	2	97.2	39	—	—	3%	—	25%	3%	—	7%	2	Silk	1	Leather straps	2	Meteorite ore	2	Silver ore	—	—
URSINE																										
Ursine trousers	246	3.44	5	5	100	0	97.2	43	—	-10%	3%	—	—	3%	10%	7%	2	Silk	1	Leather	2	Leather scraps	5	Silver mineral	—	—
Enhanced Ursine trousers	313	4.24	5	5	100	2	124	53	—	-10%	5%	—	—	5%	15%	10%	2	Silk	2	Leather	2	Dark iron ore	1	Steel ingot	—	—

CRAFTED BOOTS

	PRICE	WEIGHT	QUALITY		DURA	SOCKET	RATING	ARMOR	VITALITY	STAM REGEN	BLUDGEONING	BURN	ELEMENTAL	PIERCE	REND	SLASH	DISASSEMBLED COMPONENTS									
NAME	C	Kg	Min	Max	#	#	#	#	#	%	RESISTANCES						#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
LIGHT																										
Hunting boots	121	1.24	3	3	100	0	19.2	8	—	3%	1%	—	—	1%	—	1%	1	Linen	4	Leather scraps	3	Thread	2	String	—	—
Cavalry boots	162	1.32	3	3	100	0	38.6	18	—	3%	1%	—	—	1%	—	2%	1	Leather	2	Leather scraps	3	Thread	—	—	—	—
Tracker's boots	210	1.56	3	3	100	1	47.4	22	—	—	1%	—	—	1%	—	3%	1	Leather	3	Leather scraps	4	Thread	—	—	—	—
HEAVY																										
Assassin's boots	276	1.88	3	3	100	1	56.6	26	—	3%	2%	—	—	2%	—	4%	1	Leather	4	Leather scraps	3	Thread	2	String	—	—
Mountain Folk boots	569	3.88	4	4	200	1	90.4	38	—	3%	2%	—	—	2%	2%	5%	2	Leather	2	Meteorite ore	3	Thread	2	String	2	Oil
Axeman's boots	503	2.86	3	3	100	0	88.4	42	—	-3%	2%	—	—	2%	—	2%	2	Leather	3	Leather scraps	4	Thread	1	Oil	—	—
Guardsman's boots	597	3.26	3	3	100	0	101.6	47	—	—	2%	—	—	2%	3%	4%	2	Leather	3	Leather scraps	4	Thread	1	Steel ingot	—	—
Reaver's boots	654	2.46	3	3	100	1	107.2	50	—	—	4%	—	—	4%	—	5%	2	Hardened leather	4	Leather scraps	4	Thread	1	Oil	—	—
Executioner's boots	801	5.42	3	3	100	1	115.8	54	—	-3%	5%	—	—	5%	—	6%	4	Leather scraps	3	Thread	4	Dark iron ore	2	Steel ingot	1	Oil
Condottiere's boots	1107	3.96	4	4	100	2	143	66	—	—	5%	—	—	5%	—	5%	1	Hardened leather	4	Leather scraps	4	Thread	2	Dark iron ore	1	Steel ingot
Alder Folk boots	1555	7.13	4	4	200	2	170.4	80	—	-3%	5%	—	5%	5%	5%	6%	1	Leather	1	Leather scraps	2	Thread	6	Dark iron ore	3	Steel ingot
FELINE																										
Feline boots	461	4.3	5	5	100	0	77.22	37	—	3%	1%	—	5%	1%	—	1%	2	Hardened leather	1	Dark iron ore	2	Leather straps	1	Hardened timber	—	—
Enhanced Feline boots	670	5.1	5	5	100	1	102.4	49	—	3%	2%	—	5%	2%	—	2%	2	Hardened leather	2	Dark iron ore	1	Steel ingot	2	Leather straps	—	—
GRIFFIN																										
Griffin boots	301	2.42	5	5	100	0	54.4	25	—	—	1%	—	—	1%	3%	1%	1	Hardened leather	1	Meteorite ore	3	Thread	4	Leather scraps	—	—
Enhanced Griffin boots	611	4.06	5	5	100	1	85.6	39			2%			2%	3%	2%	2	Hardened leather	2	Meteorite ore	2	Silver ore	3	Thread	1	String
URSINE																										
Ursine boots	573	3.46	5	5	100	0	91.6	43	—	-3%	1%	—	—	1%	5%	2%	2	Hardened leather	1	Dark iron ore	2	String	1	Fur square	—	—
Enhanced Ursine boots	839	5.8	5	5	100	1	115.6	53	—	-3%	3%	—	—	3%	5%	3%	1	Hardened leather	4	Dark iron ore	2	Steel ingot	2	Leather scraps	—	—

CRAFTING MATERIALS

This list of crafting materials shows you the wide variety of items that can be found in the field or in merchant inventories across the world. Not only do many of these items find use in recipes as is, they can be broken down into other material components that suit your needs as well.

COMMON MATERIALS

MATERIAL	NAME	$	RATING
ASHES	Ashes	1	Common
COTTON	Cotton	2	Common
COAL	Coal	2	Common
DYE	Dye	5	Common
FEATHER	Feather	2	Common
FIBER	Fiber	3	Common
GLASS	Glass	2	Common
OIL	Oil	2	Common
SAP	Sap	1	Common
TIMBER	Timber	5	Common
LEATHER	Leather straps	2	Common
PELT	Fur scrap	16	Common
CHITIN	Chitinous shell	20	Magic
WAX	Wax	2	Common
GUNPOWDER	Zerrikanian powder	62	Magic

CRAFTING MATERIALS

MATERIAL	NAME	$	RATING
WHETSTONE	Elven whetstone	—	Common
WHETSTONE	Dwarven whetstone	—	Master
WHETSTONE	Gnomish whetstone	—	Magic
SMITH TOOLS	Elven armorer's tools	—	Common
SMITH TOOLS	Dwarven armorer's tools	—	Master
SMITH TOOLS	Gnomish armorer's tools	—	Magic
COTTON	Thread	4	Common
COTTON	String	8	Common
COTTON	Linen	16	Common
COTTON	Silk	32	Common
FIBER	Twine	12	Common
FIBER	Rope	26	Common
SAP	Resin	2	Common
IRON	Wire	6	Common
STEEL	Steel line	12	Common

LEATHER AND HIDES

MATERIAL	NAME	$	RATING
LEATHER	Book	32	Common
LEATHER	Cow hide	148	Common
LEATHER	Cured leather	32	Common
LEATHER	Deer hide	40	Common
LEATHER	Goat hide	32	Common
LEATHER	Hardened leather	66	Magic
LEATHER	Horse hide	140	Common
LEATHER	Leather scraps	8	Common
LEATHER	Nilfgaardian Special Forces insignia	10	Common
LEATHER	Old goat hide	24	Common
LEATHER	Old sheepskin	48	Common
LEATHER	Parchment	24	Common
LEATHER	Pig hide	34	Common
LEATHER	Redanian special forces insignia	10	Common
LEATHER	Temerian Special Forces insignia	14	Common
LEATHER	Worn leather pelt	16	Common

PELTS

MATERIAL	NAME	$	RATING
LEATHER	Squirrel tail	16	Common
LEATHER	Rabbit pelt	16	Common
LEATHER	Fox hide	32	Common
LEATHER	Ursine hide	130	Common
LEATHER	White Bear hide	146	Common
LEATHER	Wolf hide	48	Common
LEATHER	White wolf hide	64	Common
LEATHER	Old Bear hide	80	Common

METALS AND ALLOYS

MATERIAL	NAME	$	RATING
METALS			
LEAD	Lead	1	Common
GOLD	Gold nugget	10	Master
	Gold ore	100	Master
IRON	Iron ore	2	Common
	Nails	2	Common
	Iron ingot	4	Common
DARK IRON	Dark iron ore	23	Master
	Dark iron ingot	46	Master
	Dark iron plate	92	Master
SILVER	Silver	5	Master
	Silver ore	25	Master
	Silver ingot	50	Master
	Silver plate	100	Master
ALLOYS			
METEORITE	Meteorite ore	30	Master
	Meteorite ingot	60	Master
	Meteorite plate	120	Master
STEEL	Steel ingot	6	Master
	Steel plates	12	Master
DARK STEEL	Dark steel ingot	52	Magic
	Dark steel plate	104	Magic
METEORITE SILVER	Meteorite silver ingot	110	Magic
	Meteorite silver plate	220	Magic
GLOWING	Glowing ore	81	Relic
	Glowing ore ingot	162	Relic
DIMERITIUM	Dimeritium ore	162	Relic
	Dimeritium ingot	324	Relic
	Dimeritium plate	648	Relic

PRECIOUS GEMS

MATERIAL	NAME	$	RATING
PEARL	Powdered pearl	50	Master
	Pearl	100	Magic
BLACK PEARL	Black pearl dust	65	Master
	Black pearl	130	Magic
AMBER	Amber dust	75	Master
	Amber fragment	150	[md]
	Amber	150	Magic
	Flawless amber	300	Relic
AMETHYST	Amethyst dust	60	Master
	Amethyst	120	Magic
	Flawless amethyst	240	Relic
DIAMOND	Diamond dust	150	Master
	Diamond	300	Magic
	Flawless diamond	600	Relic

MATERIAL	NAME	$	RATING
EMERALD	Emerald dust	125	Master
	Emerald	250	Magic
	Flawless emerald	500	Relic
RUBY	Ruby dust	100	Master
	Ruby	200	Magic
	Flawless ruby	400	Relic
SAPPHIRE	Sapphire dust	110	Master
	Sapphire	220	Magic
	Flawless sapphire	440	Relic
INFUSED	Infused dust	30	Magic
	Infused shard	60	Magic
	Infused crystal	120	Relic

CHITIN SCALE

MATERIAL	NAME	$	RATING
CHITIN	Endrega armor plates	60	Magic
CHITIN	Dragon scales	80	Magic
CHITIN	Cured draconid leather	232	Relic

DIAGRAMS

This list of diagrams shows the required materials needed to make the items they specify. These diagrams range from creating weapons and armor, to making runestones and glyphs to enhance them, to taking existing crafting materials and turning them into other items needed for higher strength weapons and armor! Also important are the repair kits that can be made for weapons and armor. You can save yourself a lot of money with repairs if you can keep repair kits in your bags, especially during lengthier quests that keep you far from towns and in frequent combat.

CRAFTING COMPONENT DIAGRAMS

Some diagrams require materials you can't find naturally anywhere else, but if you take basic materials and combine them, you can get more advanced materials that go into more advanced crafted items.

CRAFTING COMPONENTS - CRAFTER

DIAGRAM			CRAFTSMAN	CRAFTING REQUIREMENTS				
$	Kg	DIAGRAM NAME	LEVEL	COST	#	ITEM 1	#	ITEM 2
LINEN								
1	0.1	Diagram: Thread	Journeyman	4	2	Cotton	—	—
2	0.1	Diagram: String	Journeyman	8	2	Thread	—	—
3	0.1	Diagram: Linen	Journeyman	16	4	Thread	—	—
6	0.1	Diagram: Silk	Journeyman	32	2	Linen	—	—
WOOD								
2	0.1	Diagram: Hardened timber	Journeyman	12	2	Timber	1	Resin
2	0.1	Diagram: Haft	Journeyman	12	1	Hardened timber	—	—
LEATHER								
2	0.1	Diagram: Leather scraps	Journeyman	8	4	Leather straps	—	—
6	0.1	Diagram: Leather cured using the Rivian method	Journeyman	32	4	Leather scraps	—	—
2	0.1	Diagram: Hardened leather	Journeyman	12	2	Timber	1	Resin
2	0.1	Diagram: Draconid leather	Journeyman	12	2	Timber	1	Resin
2	0.1	Diagram: Zerrikanian powder	Journeyman	12	2	Timber	1	Resin
STEEL								
1	0.1	Diagram: Iron ingot	Journeyman	4	2	Iron ore	—	—
1	0.1	Diagram: Steel ingot	Journeyman	6	2	Iron ore	1	Coal
1	0.1	Diagram: Tretogor-style steel ingot	Journeyman	6	1	Iron ingot	1	Coal
2	0.1	Diagram: Steel plate	Journeyman	12	2	Steel ingot	—	—
9	0.1	Diagram: Dark iron ingot	Master	46	2	Dark iron ore	—	—
10	0.1	Diagram: Dark steel ingot	Master	52	2	Dark iron ore	1	Steel ingot
10	0.1	Diagram: Mahakam-style dark steel ingot	Master	52	1	Dark iron ingot	1	Steel ingot
21	0.1	Diagram: Dark steel plate	Master	104	2	Dark steel ingot	—	—

DIAGRAM			CRAFTSMAN	CRAFTING REQUIREMENTS				
$	Kg	DIAGRAM NAME	LEVEL	COST	#	ITEM 1	#	ITEM 2
SILVER								
5	0.1	Diagram: Refined silver ore	Journeyman	25	5	Silver mineral	—	—
10	0.1	Diagram: Silver ingot	Journeyman	50	10	Silver mineral	—	—
10	0.1	Diagram: Maribor-style silver ingot	Journeyman	50	2	Silver ore	—	—
20	0.1	Diagram: Silver plate	Journeyman	100	2	Silver ingot	—	—
12	0.1	Diagram: Meteorite ingot	Master	60	2	Meteorite ore	—	—
22	0.1	Diagram: Meteorite silver ingot	Master	110	1	Meteorite ingot	1	Silver ingot
44	0.1	Diagram: Meteorite silver plate	Master	220	2	Meteorite silver ingot	—	—
DWIMERITE								
32	0.1	Diagram: Glowing ore ingot	Master	162	2	Glowing ore	—	—
32	0.1	Diagram: Refined dimeritium ore	Master	162	1	Dark steel ingot	1	Meteorite silver ingot
65	0.1	Diagram: Dimeritium ingot	Master	324	1	Dimeritium ore	1	Glowing ingot
65	0.1	Diagram: Mahakam-style Dimeritium ingot	Master	324	2	Dimeritium ore	—	—
130	0.1	Diagram: Dimeritium plate	Master	648	2	Dwimeryte ingot	—	—
MISC								
1	0.1	Diagram: Resin	Journeyman	2	2	Sap	—	—
12	0.1	Diagram: Zerrikanian powder	Journeyman	62	5	Saltpetre	—	—

REPAIR KIT DIAGRAMS

These unique items are invaluable in the field, especially in the middle of a long and grueling quest. Feel lucky if you manage to find these diagrams in the field. Buy them immediately if you find a merchant carrying them.

REPAIR KITS - CRAFTER

DIAGRAM			CRAFTSMAN	CRAFTING REQUIREMENTS											
$	Kg	DIAGRAM NAME	LEVEL	COST	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
WEAPON															
2	0.1	Diagram: Amateur's weapon repair kit	Journeyman	11	1	Whetstone elven	1	Oil	1	Leather straps	—	—	—	—
6	0.1	Diagram: Journeyman's weapon repair kit	Journeyman	30	1	Whetstone dwarven	1	Bottled water	1	Leather scraps	—	—	—	—
12	0.1	Diagram: Master's weapon repair kit	Journeyman	62	1	Whetstone gnomish	1	Alchemical paste	1	Linen	—	—	—	—
ARMOR															
4	0.1	Diagram: Amateur's armor repair kit	Journeyman	20	1	Smithing tools elven	1	Thread	1	Leather straps	1	Nails	—	—
12	0.1	Diagram: Journeyman's armor repair kit	Journeyman	60	1	Smithing tools dwarven	3	Thread	1	Linen	2	Leather straps	1	Steel plate
24	0.1	Diagram: Master's armor repair kit	Journeyman	120	1	Smithing tools gnomish	1	Silk	1	Hardened leather	1	Wire	2	Steel plate

CROSSBOWS AND BOLTS DIAGRAMS

The most effective crossbows in the game are crafted, and by the endgame you want to have powerful bolts on hand to help soften up grave threats, particularly during some of the more dangerous witcher contracts.

CRAFTED RANGED - SMITH

$	Kg	DIAGRAM NAME	LEVEL	COST	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
CROSSBOW														
14	0.1	Diagram: Feline crossbow	Master	68	3	Hardened timber	2	String	—	—	—	—	—	—
14	0.1	Diagram: Ursine crossbow	Master	68	3	Hardened timber	2	String	—	—	—	—	—	—
BOLTS														
8	0.1	Diagram: Bodkin bolt	Journeyman	39	2	Fiber	1	Iron ore	1	Silver ore	2	Feather	—	—
8	0.1	Diagram: Blunt crossbow bolt	Journeyman	39	2	Fiber	1	Iron ore	1	Silver ore	2	Feather	—	—
11	0.1	Diagram: Broadhead bolt	Journeyman	57	2	Fiber	1	Iron ore	1	Silver ore	3	Feather	1	Monstrous saliva
9	0.1	Diagram: Precision bolt	Journeyman	47	2	Timber	1	Iron ore	1	Silver ore	4	Feather	—	—
9	0.1	Diagram: Split bolt	Journeyman	47	2	Timber	1	Iron ore	1	Silver ore	4	Feather	—	—
27	0.1	Diagram: Exploding bolt	Journeyman	134	2	Hardened timber	1	Iron ore	1	Silver ore	1	Monstrous feather	1	Blasting powder
12	0.1	Diagram: Bait bolt	Journeyman	62	2	Hardened timber	1	Iron ore	1	Silver ore	1	Monstrous feather	—	—
14	0.1	Diagram: Tracking bolt	Journeyman	72	3	Hardened timber	1	Iron ore	1	Silver ore	1	Monstrous feather	—	—

CRAFTED STEEL WEAPON DIAGRAMS

Weapons found in the field can be very useful, especially when you take them to a blacksmith in order to have them broken down for materials needed to make the more powerful weapons found in diagrams.

CRAFTED STEEL WEAPONS - SMITH

DIAGRAM		CRAFTSMAN		CRAFTING REQUIREMENTS										
$	NAME	LEVEL	COST	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5	
HUMAN														
3	Diagram: Koviri cutlass	Journeyman	16	1	Leather scraps	2	Iron ingot	—	—	—	—	—	—	
2	Diagram: Temerian poniard	Journeyman	10	1	Leather straps	2	Iron ingot	—	—	—	—	—	—	
2	Diagram: Velen longsword	Journeyman	10	1	Leather straps	2	Iron ingot	—	—	—	—	—	—	
2	Diagram: Dorian sword	Journeyman	12	2	Leather straps	2	Iron ingot	—	—	—	—	—	—	
3	Diagram: Maribor sword	Master	16	2	Leather straps	2	Steel ingot	—	—	—	—	—	—	
3	Diagram: Bremervoord blade	Master	16	2	Leather straps	2	Steel ingot	—	—	—	—	—	—	
5	Diagram: Nilfgaardian longsword	Journeyman	24	1	Leather scraps	4	Iron ingot	—	—	—	—	—	—	
22	Diagram: Gemmerian steel sword	Master	108	2	Leather straps	2	Dark steel ingot	—	—	—	—	—	—	
4	Diagram: Novigrad longsword	Journeyman	20	1	Leather scraps	3	Iron ingot	—	—	—	—	—	—	
24	Diagram: Blade from the Bits	Master	120	2	Leather scraps	2	Dark steel ingot	—	—	—	—	—	—	
22	Diagram: Witch hunter's sword	Master	108	2	Leather straps	2	Dark steel ingot	—	—	—	—	—	—	
22	Diagram: Witch Slayer	Master	108	2	Leather straps	2	Dark steel ingot	—	—	—	—	—	—	
18	Diagram: Skellige longsword	Journeyman	89	1	Leather	3	Iron ingot	3	Monstrous blood	—	—	—	—	
18	Diagram: Spikeroog longsword	Master	89	1	Hardened leather	2	Steel ingot	3	Monstrous blood					
ELVEN														
28	Diagram: Scoia'tael sword	Master	140	2	Leather straps	2	Dark steel ingot	1	Silk	—	—	—	—	
28	Diagram: Elven steel sword	Master	140	2	Leather straps	2	Dark steel ingot	1	Silk	—	—	—	—	
DWARVEN														
36	Diagram: Mahakaman steel sword	Master	181	1	Leather	2	Dark steel ingot	3	Monstrous blood	—	—	—	—	
145	Diagram: Dwarven blade	Grand Master	725	1	Leather	2	Dwimeryte ingot	3	Monstrous blood	—	—	—	—	
GNOMISH														
142	Diagram: Gnomish Gwyhyr	Grand Master	710	1	Leather	2	Dwimeryte ingot	2	Monstrous blood	—	—	—	—	
185	Diagram: Tir Tochair blade	Grand Master	925	1	Leather	2	Dwimeryte ingot	2	Ruby dust	2	Monstrous blood	1	Monstrous claw	

CRAFTED STEEL RELIC WEAPONS - SMITH

DIAGRAM		CRAFTSMAN		CRAFTING REQUIREMENTS										
$	NAME	LEVEL	COST	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5	
RELIC														
37	Diagram: Arbitrator	Master	185	1	Leather scraps	2	Steel ingot	1	Amethyst	2	Monstrous blood	1	Monstrous claw	
43	Diagram: Longclaw	Master	217	1	Monstrous feather	1	Dark steel ingot	1	Monstrous claw	1	Monstrous brain	1	Amethyst	
183	Diagram: Beann'shie	Grand Master	913	1	Monstrous feather	2	Dwimeryte ingot	1	Monstrous bone	1	Monstrous brain	1	Sapphire	
218	Diagram: Black Unicorn	Grand Master	1091	1	Leather scraps	2	Dwimeryte ingot	2	Ruby dust	1	Monstrous saliva	2	Sapphire dust	
VIPER														
30	Diagram: Viper steel sword	Journeyman	150	1	Leather straps	2	Iron ingot	1	Emerald dust	1	Venom extract	—	—	
FELINE														
27	Diagram: Feline steel sword	Master	133	1	Leather straps	4	Iron ingot	1	Ruby dust	1	Monstrous saliva	—	—	
45	Diagram: Feline steel sword - enhanced	Master	223	1	Feline School steel sword	2	Leather straps	2	Dark steel ingot	1	Ruby dust	1	Monstrous claw	
76	Diagram: Feline steel sword - superior	Master	379	1	Feline School steel sword 1	1	Leather scraps	3	Dark steel ingot	1	Ruby	1	Monstrous tooth	
216	Diagram: Feline steel sword - mastercrafted	Grand Master	1079	1	Feline School steel sword 2	2	Leather scraps	2	Dwimeryte ingot	1	Ruby flawless	1	Monstrous bone	
GRIFFIN														
10	Diagram: Griffin steel sword	Master	50	1	Leather scraps	2	Steel ingot	1	Monstrous brain	1	Monstrous eye	—	—	
28	Diagram: Griffin steel sword - enhanced	Master	142	1	Griffin School steel sword	1	Leather scraps	2	Dark steel ingot	1	Monstrous dust	1	Monstrous claw	
39	Diagram: Griffin steel sword - superior	Master	194	1	Griffin School steel sword 1	1	Leather scraps	3	Dark steel ingot	1	Monstrous blood	1	Monstrous feather	
142	Diagram: Griffin steel sword - mastercrafted	Grand Master	709	1	Griffin School steel sword 2	2	Leather scraps	2	Dwimeryte ingot	1	Monstrous egg	1	Siren vocal cords	
URSINE														
9	Diagram: Ursine steel sword	Master	46	2	Leather straps	2	Steel ingot	1	Monstrous essence	1	Monstrous tongue	—	—	
30	Diagram: Ursine steel sword - enhanced	Master	150	1	Ursine School steel sword	2	Leather scraps	2	Dark steel ingot	1	Monstrous hair	1	Monstrous bone	
72	Diagram: Ursine steel sword - superior	Master	362	1	Ursine School steel sword 1	1	Leather scraps	1	Dwimeryte ingot	1	Monstrous blood	1	Monstrous claw	
139	Diagram: Ursine steel sword - mastercrafted	Grand Master	694	1	Ursine School steel sword 2	2	Leather scraps	2	Dwimeryte ingot	1	Monstrous saliva	1	Monstrous tooth	

CRAFTED SILVER SWORD DIAGRAMS

The difference between a silver sword found in disrepair from a treasure chest, and a crafted one may not seem massive at first. However, the most powerful silver swords are those found in the Feline, Ursine, and Griffin School diagrams. It is well worth seeking out the materials to craft the initial level of each blade, and seeking out the diagrams to craft their improved versions, but as you can see from the lists here, the materials required can take a witcher across the known world many times over!

CRAFTED SILVER WEAPONS - SMITH

DIAGRAM		CRAFTSMAN		CRAFTING REQUIREMENTS							
$	NAME	LEVEL	COST	#	ITEM 1	#	ITEM 2	#	ITEM 3
HUMAN									
30	Diagram: Disglair	Journeyman	152	1	Leather straps	3	Silver ingot	—	—
30	Diagram: Gven'nel	Journeyman	152	1	Leather straps	3	Silver ingot	—	—
31	Diagram: Mastercrafted silver sword	Journeyman	154	2	Leather straps	3	Silver ingot	—	—
30	Diagram: Eirlithrad	Master	152	1	Leather straps	3	Silver ingot	—	—
52	Diagram: Tor'haerne	Master	258	1	Leather scraps	2	Meteorite silver ingot	2	Monstrous blood
53	Diagram: An'ferthe	Master	266	2	Leather scraps	2	Meteorite silver ingot	2	Monstrous blood

DIAGRAM		CRAFTSMAN		CRAFTING REQUIREMENTS					
$	NAME	LEVEL	COST	#	ITEM 1	#	ITEM 2	#	ITEM 3
ELVEN									
50	Diagram: Torlunn	Master	251	2	Leather scraps	2	Meteorite silver ingot	1	Monstrous blood
50	Diagram: Melitith	Master	251	2	Leather scraps	2	Meteorite silver ingot	1	Monstrous blood
DWARVEN									
59	Diagram: The Tamer	Master	297	1	Leather	2	Meteorite silver ingot	3	Monstrous blood
145	Diagram: Steiger	Grand Master	725	1	Leather	2	Dwimeryte ingot	3	Monstrous blood
GNOMISH									
49	Diagram: The Digger	Grand Master	243	1	Leather scraps	2	Meteorite silver ingot	1	Monstrous blood
136	Diagram: Faustino	Grand Master	680	1	Leather straps	2	Dwimeryte ingot	2	Monstrous blood

CRAFTED SILVER RELIC WEAPONS - SMITH

DIAGRAM		CRAFTSMAN		CRAFTING REQUIREMENTS									
$	NAME	LEVEL	COST	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
RELIC													
177	Diagram: Harpy	Master	886	1	Leather scraps	2	Dwimeryte ingot	1	Ruby	2	Monstrous saliva	—	—
202	Diagram: Negotiator	Master	1010	1	Leather	2	Dwimeryte ingot	2	Diamond dust	1	Monstrous eye	1	Monstrous feather
151	Diagram: Weeper	Master	755	1	Leather	2	Dwimeryte ingot	3	Monstrous blood	1	Monstrous claw	1	Monstrous brain
VIPER													
48	Diagram: Viper silver sword	Journeyman	242	1	Leather straps	2	Silver ingot	1	Emerald dust	1	Venom extract	—	—
FELINE													
44	Diagram: Feline silver sword	Master	219	2	Leather straps	2	Silver ingot	1	Ruby dust	1	Monstrous eye	—	—
69	Diagram: Feline silver sword - enhanced	Master	343	1	Feline School silver sword	1	Leather scraps	2	Meteorite silver ingot	1	Ruby dust	1	Monstrous hair
109	Diagram: Feline silver sword - superior	Master	547	1	Feline School silver sword 1	1	Leather scraps	1	Dwimeryte ingot	1	Ruby	1	Monstrous heart
225	Diagram: Feline silver sword - mastercrafted	Grand Master	1127	1	Feline School silver sword 2	2	Leather	2	Dwimeryte ingot	1	Ruby flawless	1	Monstrous dust
GRIFFIN													
47	Diagram: Griffin silver sword	Master	233	1	Leather scraps	3	Silver ingot	1	Fifth essence	1	Monstrous brain	—	—
51	Diagram: Griffin silver sword - enhanced	Master	254	1	Griffin School silver sword	2	Leather straps	2	Meteorite silver ingot	1	Monstrous egg	1	Monstrous tongue
74	Diagram: Griffin silver sword - superior	Master	370	1	Griffin School silver sword 1	2	Leather scraps	1	Dwimeryte ingot	1	Monstrous blood	1	Monstrous dust
139	Diagram: Griffin silver sword - mastercrafted	Grand Master	694	1	Griffin School silver sword 2	2	Leather scraps	2	Dwimeryte ingot	1	Monstrous feather	1	Monstrous heart
36	Diagram: Ursine silver sword	Master	182	1	Leather straps	3	Silver ingot	1	Monstrous brain	1	Monstrous dust	—	—
53	Diagram: Ursine silver sword - enhanced	Master	266	1	Ursine School silver sword	2	Leather scraps	2	Meteorite silver ingot	1	Nigredo	1	Monstrous saliva
74	Diagram: Ursine silver sword - superior	Master	360	1	Ursine School silver sword 1	2	Leather scraps	1	Dwimeryte ingot	1	Albedo	1	Monstrous hair
146	Diagram: Ursine silver sword - mastercrafted	Grand Master	729	1	Ursine School silver sword 2	2	Leather scraps	2	Dwimeryte ingot	1	Rebis	1	Monstrous essence

CRAFTED ARMOR DIAGRAMS

Crafted armor has a greater chance to have multiple additional effects that enhance your current character build.

CRAFTED ARMOR - ARMORER

DIAGRAM		CRAFTSMAN		CRAFTING REQUIREMENTS									
$	NAME	LEVEL	COST	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
LIGHT													
22	Diagram: Cidarian gambeson	Journeyman	108	4	Linen	1	Leather	2	Leather straps	2	Thread	—	—
28	Diagram: Skellige gambeson	Journeyman	142	4	Linen	1	Leather	3	Leather straps	2	Thread	1	Silk
37	Diagram: Kaedweni gambeson	Journeyman	184	4	Linen	3	Leather	2	Leather straps	3	Thread	1	Leather scraps
42	Diagram: Spikeroog aketon	Journeyman	212	5	Linen	3	Leather	2	Leather straps	2	Thread	3	String
256	Diagram: Shiadhal's armor	Journeyman	1282	5	Linen	2	Draconide leather	3	Meteorite silver plate	1	Silk	2	Amber dust
46	Diagram: Verden archer's gambeson	Journeyman	230	5	Linen	3	Leather	5	Leather straps	3	Thread	1	Silk
48	Diagram: Bounty hunter's gambeson	Journeyman	238	5	Linen	4	Leather	3	Leather straps	4	Thread	1	Leather scraps
47	Diagram: Ard Skellig aketon	Master	236	5	Linen	2	Hardened leather	2	Leather scraps	2	Rope	1	String
MEDIUM													
40	Diagram: Salmian brigandine	Master	198	5	Linen	2	Hardened leather	2	Leather straps	5	Nails	2	Steel plate
53	Diagram: Cidarian cavalry armor	Master	266	4	Linen	3	Hardened leather	5	Leather straps	3	Leather scraps	4	Steel plate
61	Diagram: Redanian halberdier's armor	Master	306	6	Linen	3	Hardened leather	5	Leather straps	4	Leather scraps	4	Steel plate
86	Diagram: Angrenian cuirass	Master	428	4	Linen	3	Hardened leather	3	Leather straps	1	Meteorite ore	2	Dark steel plate

CRAFTED ARMOR - ARMORER

DIAGRAM		CRAFTSMAN		CRAFTING REQUIREMENTS											
$	NAME	LEVEL	COST	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
HEAVY													
147	Diagram: Mag Deira cuirass	Master	736	4	Leather	2	Draconide leather	5	Leather straps	5	Wire	2	Dark steel plate
170	Diagram: Ban Ard breastplate	Master	852	5	Silk	2	Draconide leather	4	Leather straps	1	Steel plate	3	Dark steel plate
186	Diagram: Nilfgaardian guardsman armor	Master	928	2	Hardened leather	2	Draconide leather	5	Leather scraps	1	Silk	4	Dark steel plate
186	Diagram: Hindarsfjall heavy armor	Master	932	2	Hardened leather	2	Draconide leather	5	Leather scraps	6	Wire	4	Dark steel plate
215	Diagram: Thyssen armor	Master	1076	2	Hardened leather	2	Draconide leather	2	Meteorite ingot	1	Ruby dust	4	Dark steel plate
272	Diagram: Impera Brigade armor	Master	1360	4	Silk	2	Draconide leather	2	Leather straps	2	Sapphire dust	1	Dwimeryte plate
VIPER													
22	Diagram: Warrior's leather jacket	Journeyman	108	1	Starting Armor	1	Leather	2	Leather scraps	2	Wire	—	—
FELINE													
80	Diagram: Feline armor	Master	399	1	Geralt Shirt	2	Hardened leather	2	Dark steel plate	2	Hardened timber	1	Monstrous dust
96	Diagram: Enhanced Feline armor	Master	478	1	Feline Armor	4	Hardened leather	2	Dark steel plate	2	Lunar shards	2	Monstrous blood
373	Diagram: Superior Feline armor	Master	1866	1	Feline Armor 1	2	Draconide leather	2	Dwimeryte plate	3	Quicksilver solution	4	Monstrous hair
392	Diagram: Mastercrafted Feline armor	Grand Master	1961	1	Feline Armor 2	3	Draconide leather	2	Dwimeryte plate	2	Monstrous tongue	1	Monstrous hide
27	Diagram: Feline gauntlets	Master	133	2	Leather	1	Dark iron ore	2	Nails	1	Hardened timber	2	Monstrous tooth
32	Diagram: Enhanced Feline gauntlets	Master	160	1	Feline gauntlets 1	1	Hardened leather	1	Dark steel ingot	4	Leather straps	4	Monstrous claw
31	Diagram: Feline trousers	Master	155	2	Silk	1	Leather	1	Hardened timber	4	Leather scraps	1	Monstrous brain
31	Diagram: Enhanced Feline trousers	Master	155	1	Feline Pants 1	2	Silk	1	Dark steel ingot	2	Hardened timber	1	Monstrous heart
30	Diagram: Feline boots	Master	149	2	Hardened leather	1	Dark iron ore	2	Leather straps	1	Hardened timber	2	Monstrous eye
30	Diagram: Enhanced Feline boots	Master	151	1	Feline Boots 1	2	Hardened leather	1	Dark steel ingot	2	Leather straps	1	Monstrous bone
GRIFFIN													
82	Diagram: Griffin armor	Master	412	1	Geralt Shirt	2	Hardened leather	1	Meteorite silver plate	5	Leather straps	2	Monstrous eye
96	Diagram: Enhanced Griffin armor	Master	479	1	Griffin Armor	3	Hardened leather	1	Meteorite silver plate	4	Linen	5	Monstrous feather
392	Diagram: Superior Griffin armor	Master	1961	1	Griffin Armor 1	3	Draconide leather	2	Dwimeryte plate	1	Monstrous hide	2	Monstrous heart
476	Diagram: Mastercrafted Griffin armor	Grand Master	2379	1	Griffin Armor 2	2	Draconide leather	3	Dwimeryte plate	1	Fifth essence	1	Monstrous brain
27	Diagram: Griffin gauntlets	Master	134	4	Leather scraps	1	Meteorite ore	2	Leather straps	2	Thread	4	Monstrous duet
38	Diagram: Enhanced Griffin gauntlets	Master	188	1	Griffin gauntlets 1	1	Leather	1	Meteorite silver plate	2	String	2	Monstrous tongue
35	Diagram: Griffin trousers	Master	173	2	Silk	1	Leather	1	Meteorite ore	4	Leather scraps	1	Monstrous blood
38	Diagram: Enhanced Griffin trousers	Master	191	1	Griffin Pants 1	2	Silk	1	Leather straps	1	Meteorite silver ingot	1	Monstrous egg
26	Diagram: Griffin boots	Master	129	1	Hardened leather	1	Meteorite ore	3	Thread	4	Leather scraps	1	Monstrous essence
47	Diagram: Enhanced Griffin boots	Master	236	1	Griffin Boots 1	2	Hardened leather	1	Meteorite silver ingot	2	String	2	Monstrous claw
URSINE													
67	Diagram: Ursine armor	Master	335	1	Geralt Shirt	2	Hardened leather	1	Dark steel plate	4	Linen	1	Monstrous bone
91	Diagram: Enhanced Ursine armor	Master	455	1	Ursine Armor	3	Hardened leather	1	Meteorite silver plate	5	String	5	Monstrous hair
389	Diagram: Superior Ursine armor	Master	1946	1	Ursine Armor 1	3	Draconide leather	2	Dwimeryte plate	1	Monstrous essence	1	Monstrous hide
519	Diagram: Mastercrafted Ursine armor	Grand Master	2594	1	Ursine Armor 2	1	Draconide leather	3	Dwimeryte plate	1	Optima mater	1	Monstrous plate
27	Diagram: Ursine gauntlets	Master	136	2	Leather	1	Dark iron ore	3	Silver mineral	2	Leather straps	2	Monstrous tongue
38	Diagram: Enhanced Ursine gauntlets	Master	190	1	Ursine gauntlets 1	6	Leather scraps	1	Dark steel ingot	1	Meteorite ore	4	Monstrous tooth
30	Diagram: Ursine trousers	Master	152	2	Silk	1	Leather	5	Silver mineral	2	Leather scraps	1	Monstrous liver
34	Diagram: Enhanced Ursine trousers	Master	171	1	Ursine Pants 1	2	Silk	1	Hardened leather	1	Dark steel ingot	1	Monstrous brain
30	Diagram: Ursine boots	Master	150	2	Hardened leather	1	Dark iron ore	2	String	1	Fur square	1	Monstrous blood
38	Diagram: Enhanced Ursine boots	Master	190	1	Ursine Boots 1	1	Hardened leather	1	Dark steel plate	2	Leather scraps	2	Monstrous claw

CRAFTED GAUNTLETS - ARMORER

DIAGRAM		CRAFTSMAN		CRAFTING REQUIREMENTS							
$	NAME	LEVEL	COST	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4
LIGHT											
12	Diagram: Hunter's gauntlets	Journeyman	60	2	Leather scraps	1	Leather	3	Thread	—	—
15	Diagram: Cavalry gauntlets	Journeyman	76	4	Leather scraps	1	Leather	3	Thread	—	—
20	Diagram: Tracker's gauntlets	Journeyman	100	3	Leather scraps	2	Leather	3	Thread	—	—
17	Diagram: Assassin's gauntlets	Master	84	4	Leather scraps	1	Hardened leather	3	Thread	—	—
HEAVY											
16	Diagram: Axeman's gauntlets	Master	80	2	Leather	2	Steel ingot	1	Thread	—	—
21	Diagram: Knight's gauntlets	Master	107	2	Leather	2	Steel ingot	2	Thread	1	Dark iron ore
27	Diagram: Assault gauntlets	Master	134	2	Leather	2	Steel ingot	3	Thread	2	Dark iron ore
29	Diagram: Nilfgaardian guardsman's gauntlets	Master	144	1	Leather	2	Dark steel ingot	1	String	—	—

CRAFTED PANTS - ARMORER

DIAGRAM		CRAFTSMAN		CRAFTING REQUIREMENTS									
$	NAME	LEVEL	COST	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
LIGHT													
12	Diagram: Hunter's trousers	Journeyman	60	2	Linen	1	Leather scraps	3	Thread	1	String	—	—
13	Diagram: Cavalry trousers	Journeyman	64	2	Linen	2	Leather straps	4	Thread	1	Twine	—	—
16	Diagram: Tracker's trousers	Journeyman	78	3	Linen	1	Leather scraps	2	Timber	2	Leather straps	1	String
16	Diagram: Assassin's trousers	Master	80	2	Linen	1	Leather	4	Leather straps	1	String	—	—
HEAVY													
20	Diagram: Axeman's trousers	Master	102	2	Linen	1	Steel plate	1	Dark iron ingot	2	Leather straps	1	String
27	Diagram: Sapper's trousers	Master	136	2	Linen	2	Dark iron ingot	2	Leather straps	—	—	—	—
35	Diagram: Lyrian hardened leather trousers	Master	176	2	Linen	3	Dark iron ingot	3	Leather straps	—	—	—	—
40	Diagram: Mahakaman trousers	Master	198	3	Linen	1	Hardened leather	1	Dark steel plate	3	Leather straps	—	—

CRAFTED BOOTS - ARMORER

DIAGRAM		CRAFTSMAN		CRAFTING REQUIREMENTS									
$	NAME	LEVEL	COST	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
LIGHT													
15	Diagram: Hunter's boots	Journeyman	76	1	Linen	4	Leather scraps	3	Thread	2	String	—	—
12	Diagram: Cavalry boots	Journeyman	60	1	Leather	2	Leather scraps	3	Thread	—	—	—	—
14	Diagram: Tracker's boots	Journeyman	72	1	Leather	3	Leather scraps	4	Thread	1	Leather	—	—
18	Diagram: Assassin's boots	Master	92	4	Leather scraps	3	Thread	2	String	—	—	—	—
31	Diagram: Mountain Folk boots	Master	156	2	Leather	2	Meteorite ore	3	Thread	2	String	2	Oil
HEAVY													
21	Diagram: Axeman's boots	Master	106	2	Leather	3	Leather scraps	4	Thread	1	Oil	—	—
17	Diagram: Guardsman's boots	Master	86	1	Hardened leather	3	Leather scraps	4	Thread	1	Steel ingot	—	—
18	Diagram: Reaver's boots	Master	90	1	Hardened leather	4	Leather scraps	4	Thread	1	Oil	—	—
30	Diagram: Executioner's boots	Master	150	4	Leather scraps	3	Thread	1	Dark steel plate	1	Oil	—	—
28	Diagram: Condottiere's boots	Master	140	1	Hardened leather	4	Leather scraps	4	Thread	1	Dark steel ingot	—	—
41	Diagram: Alder Folk boots	Master	206	1	Leather	1	Leather scraps	2	Thread	3	Dark steel ingot	1	Leather straps

RUNESTONE DIAGRAMS

Runestones are an important part to making Geralt as ready as possible for anything that he faces. Always be on the lookout for materials that can help you craft greater runestones, and hoard those as much as possible until you start reaching some really nice weapons that you know will get the most benefit out of a runestone.

RUNESTONES - CRAFTER

DIAGRAM		CRAFTSMAN		CRAFTING REQUIREMENTS			
$	NAME	LEVEL	COST	#	ITEM 1	#	ITEM 2
19	Diagram: Lesser runestone	Master	95	1	Black pearl dust	1	Infused dust
31	Diagram: Lesser Stribog runestone	Master	155	1	Runestone lesser	1	Amethyst dust
93	Diagram: Greater Stribog runestone	Master	465	3	Rune stribog lesser	—	—
34	Diagram: Lesser Dazhbog runestone	Master	170	1	Runestone lesser	1	Amber dust
102	Diagram: Greater Dazhbog runestone	Master	510	3	Rune dazhbog lesser	—	—
39	Diagram: Lesser Devana runestone	Master	170	1	Runestone lesser	1	Ruby dust
117	Diagram: Greater Devana runestone	Master	510	3	Rune devana lesser	—	—
41	Diagram: Lesser Zoria runestone	Master	195	1	Runestone lesser	1	Sapphire dust
123	Diagram: Greater Zoria runestone	Master	615	3	Rune zoria lesser	—	—
44	Diagram: Lesser Morana runestone	Master	220	1	Runestone lesser	1	Emerald dust
132	Diagram: Greater Morana runestone	Master	660	3	Rune morana lesser	—	—

DIAGRAM		CRAFTSMAN		CRAFTING REQUIREMENTS			
$	NAME	LEVEL	COST	#	ITEM 1	#	ITEM 2
49	Diagram: Lesser Triglav runestone	Master	245	1	Runestone lesser	1	Diamond dust
147	Diagram: Greater Triglav runestone	Master	735	3	Rune triglav lesser	—	—
22	Diagram: Lesser Svarog runestone	Master	110	1	Runestone lesser	1	Monstrous saliva
66	Diagram: Greater Svarog runestone	Master	330	3	Rune svarog lesser	—	—
22	Diagram: Lesser Veles runestone	Master	110	1	Runestone lesser	1	Monstrous dust
66	Diagram: Greater Veles runestone	Master	330	3	Rune veles lesser	—	—
22	Diagram: Lesser Perun runestone	Master	110	1	Runestone lesser	1	Monstrous brain
66	Diagram: Greater Perun runestone	Master	330	3	Rune perun lesser	—	—
22	Diagram: Lesser Chernobog runestone	Master	110	1	Runestone lesser	1	Monstrous essence
66	Diagram: Greater Chernobog runestone	Master	330	3	Rune elemental lesser	—	—

GLYPH DIAGRAMS

The other half to enhancing your equipment, glyphs can help with Sign focused builds immensely, so stock up on the materials needed for glyphs if you want to get the most out of Geralt's magic.

GLYPHS - CRAFTER

DIAGRAM		CRAFTSMAN		CRAFTING REQUIREMENTS							
$	NAME	LEVEL	COST	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4
20	Diagram: Lesser Glyph of Infusion	Journeyman	99	1	Silk	1	Powdered pearl	1	Feather	1	Monstrous blood
48	Diagram: Lesser Glyph of Aard	Journeyman	239	1	Glyph infusion lesser	1	Sapphire dust	1	Infused dust	—	—
143	Diagram: Greater Glyph of Aard	Journeyman	717	3	Glyph aard lesser	—	—	—	—	—	—
51	Diagram: Lesser Glyph of Axii	Journeyman	254	1	Glyph infusion lesser	1	Emerald dust	1	Infused dust	—	—
152	Diagram: Greater Glyph of Axii	Journeyman	762	3	Glyph axii lesser	—	—	—	—	—	—
41	Diagram: Lesser Glyph of Igni	Journeyman	204	1	Glyph infusion lesser	1	Amber dust	1	Infused dust	—	—
122	Diagram: Greater Glyph of Igni	Journeyman	612	3	Glyph igni lesser	—	—	—	—	—	—
46	Diagram: Lesser Glyph of Quen	Journeyman	229	1	Glyph infusion lesser	1	Ruby dust	1	Infused dust	—	—
137	Diagram: Greater Glyph of Quen	Journeyman	687	3	Glyph quen lesser	—	—	—	—	—	—
38	Diagram: Lesser Glyph of Yrden	Journeyman	189	1	Glyph infusion lesser	1	Amethyst dust	1	Infused dust	—	—
113	Diagram: Greater Glyph of Yrden	Journeyman	567	3	Glyph yrden lesser	—	—	—	—	—	—

RUNESTONES

Runestones can be used to enhance a socketed steel or silver sword with a permanent enchantment that increases weapon damage, adds persistent conditions to enemies and augments spell power. Once a runestone has been embedded, it cannot be removed without destroying the weapon. Runestones can be crafted from diagrams or purchased from merchants. Crafting lesser and greater runestones will help reduce the cost of upgrading but requires assistance of higher-level craftsman that may be difficult to find early in the game.

ITEM NAME	DESCRIPTION	$	RATING	#	DISASSEMBLY ITEMS
Lesser runestone	Required for runecrafting	95	Master	1	Infused dust

CATEGORY	DESCRIPTION	NAME	$	RATING	STAGGER	#	DISASSEMBLY ITEMS
Stribog	Stagger	Lesser Stribog runestone	155	Magic	2%	2	Infused dust
		Greater Stribog runestone	465	Relic	5%	4	Infused dust

CATEGORY	DESCRIPTION	NAME	$	RATING	BLEED	#	DISASSEMBLY ITEMS
Dazhbog	Burning	Lesser Dazhbog runestone	170	Magic	2%	2	Infused dust
		Greater Dazhbog runestone	510	Relic	5%	4	Infused dust

CATEGORY	DESCRIPTION	NAME	$	RATING	BLEED	#	DISASSEMBLY ITEMS
Devana	Bleeding	Lesser Devana runestone	195	Magic	2%	2	Infused dust
		Greater Devana runestone	585	Relic	5%	4	Infused dust

CATEGORY	DESCRIPTION	NAME	$	RATING	FREEZE	#	DISASSEMBLY ITEMS
Zoria	Frost	Lesser Zoria runestone	205	Magic	2%	2	Infused dust
		Greater Zoria runestone	615	Relic	5%	4	Infused dust

CATEGORY	DESCRIPTION	NAME	$	RATING	POISON	#	DISASSEMBLY ITEMS
Morana	Poison	Lesser Morana runestone	220	Magic	2%	2	Infused dust
		Greater Morana runestone	660	Relic	5%	4	Infused dust

CATEGORY	DESCRIPTION	NAME	$	RATING	CONFUSE	#	DISASSEMBLY ITEMS
Triglav	Confuse	Lesser Triglav runestone	245	Magic	2%	2	Infused dust
		Greater Triglav runestone	735	Relic	5%	4	Infused dust

CATEGORY	DESCRIPTION	NAME	$	RATING	ARMOR REDUCTION	#	DISASSEMBLY ITEMS
Svarog	Armor Reduction	Lesser Svarog runestone	110	Magic	10	2	Infused dust
		Greater Svarog runestone	330	Relic	30	4	Infused dust

CATEGORY	DESCRIPTION	NAME	$	RATING	DAMAGE REFLECTION	#	DISASSEMBLY ITEMS
Chernobog	Damage Reflection	Lesser Chernobog runestone	110	Magic	2%	2	Infused dust
		Greater Chernobog runestone	330	Relic	5%	4	Infused dust

CATEGORY	DESCRIPTION	NAME	$	RATING	ADRENALINE GAIN	#	DISASSEMBLY ITEMS
Perun	Adrenaline Gain	Lesser Perun runestone	110	Magic	2%	2	Infused dust
		Greater Perun runestone	330	Relic	5%	4	Infused dust

CATEGORY	DESCRIPTION	NAME	$	RATING	SPELL POWER	#	DISASSEMBLY ITEMS
Veles	Spell Power	Lesser Veles runestone	110	Magic	2%	2	Infused dust
		Greater Veles runestone	330	Relic	5%	4	Infused dust

GLYPHS

Glyphs are the equivalent of runestones but for armor. By placing a glyph on a socketed piece of armor, a witcher can enchant the item with a passive bonus that augments existing Sign abilities. Lesser glyphs may only provide relatively weak bonuses but can be combined with other lesser glyphs to create greater glyphs with significant boosts to Geralt's potential.

In order to enchant a piece of armor, a Glyph of Infusion must be prepared first. The base component to all armor enchantments, Glyphs of Infusion can be found by looting containers and corpses. Additionally, crafters like the blacksmith and armorer sells Glyphs of Infusion in their shop. For those who wish to extensively upgrade multiple pieces of gear, it is recommended you purchase the diagram for crafting Glyphs of Infusion as soon as possible.

Lesser glyphs are specific enchantments you can place into armor upgrade slots in order to receive passive bonuses to Sign abilities. They may be found in containers, nests and the corpses of monsters. Additionally, these enchantments can be found in shops in later stages of the game. The most economical option is to learn the basic techniques and materials needed to craft your own glyphs as needed.

Students of advanced crafting techniques may learn greater enchantments that can be used to combine multiple lesser glyphs into a single greater glyph. This is an excellent way to augment your equipment while keeping additional upgrade slots open for other enchantments. Be warned! Once an enchantment is in place, it is impossible to remove without destroying the item.

			PRICE	RATING	DISASSEMBLED COMPONENTS							
SIGN	NAME	DESCRIPTION	C	R	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4
Glyph	Lesser Glyph of Infusion	Base component for crafting Lesser Glyphs.	99	Master	1	Silk	1	Powdered pearl	1	Feather	1	Monstrous blood

			PRICE	RATING	BONUS	DISASSEMBLED COMPONENTS			
SIGN	NAME	DESCRIPTION	C	R	B	#	ITEM 1	#	ITEM 2
Aard	Lesser Glyph of Aard	Increases Aard Sign Intensity.	239	Magic	2%	1	Silk		
	Greater Glyph of Aard		717	Relic	10%	1	Silk	2	Infused dust
Axii	Lesser Glyph of Axii	Increases Axii Sign Intensity.	254	Magic	2%	1	Silk		
	Greater Glyph of Axii		762	Relic	10%	1	Silk	2	Infused dust
Igni	Lesser Glyph of Igni	Increases Igni Sign Intensity.	204	Magic	2%	1	Silk		
	Greater Glyph of Igni		612	Relic	10%	1	Silk	2	Infused dust
Quen	Lesser Glyph of Quen	Increases Quen Sign Intensity.	229	Magic	2%	1	Silk		
	Greater Glyph of Quen		687	Relic	10%	1	Silk	2	Infused dust
Yrden	Lesser Glyph of Yrden	Increases Yrden Sign Intensity.	189	Magic	2%	1	Silk		
	Greater Glyph of Yrden		567	Relic	10%	1	Silk	2	Infused dust

HORSE UPGRADES

Roach is a loyal companion, but a horse has limits. You can stretch those limits by finding horse upgrades. These are earned by winning horse races around the world.

SADDLES

Roach is fast, but can only maintain a full gallop for so long before slowing down to catch their breath. Saddles increase the amount of Stamina available.

NAME	$	Kg	RATING	STAMINA
Saddle	100	10	8	20
Enhanced saddle	125	12	10	25
Superior saddle	150	13	12	30
Mastercrafted saddle	175	15	14	35
Racing saddle	200	12	16	40
Enhanced racing saddle	225	13	18	45
Superior racing saddle	250	15	20	50
Mastercrafted racing saddle	275	16	22	55
Zerrikanian saddle	300	13	24	60
Enhanced cavalry saddle	325	14	26	65
Superior cavalry saddle	350	16	28	70
Mastercrafted cavalry saddle	375	17	30	75
Cavalry saddle	400	16	32	80

BLINDERS

Fighting from horseback will eventually cause the horse to buck it's rider to the ground before running a safe distance away from the skirmish. To prevent this from happening, remember to keep moving, timing heavy attacks as you ride by, or you can use Axii to calm Roach yourself. You can also use these blinders to slow down the rate Roach panics.

NAME	$	Kg	RATING	PANIC
Horse blinders	100	0.1	2	20
Racing horse blinders	125	0.2	4	40
Zerrikanian blinders	150	0.4	6	60

SADDLEBAGS

Geralt can carry a substantial amount of items with him from the start, but as you progress through the adventure, you'll find that it isn't enough. Thankfully, you can increase the amount of weight Roach can carry through the use of saddlebags.

NAME	$	Kg	RATING	ENCUMBRANCE
Saddlebags	100	2.5	6	30
Rugged saddlebags	175	3	14	70
Zerrikanian saddlebags	350	3.5	20	100

ALCHEMY

Alchemy components contain alchemical substances that allow them to be used in making oils, bombs, and potions. You can acquire alchemy components by picking herbs that grow throughout the game's world, by defeating monsters and harvesting their remains, or by purchasing them from alchemists and herbalists you will encounter. While more expensive than harvesting items in the wild, it can save you a great time of time when needing specific materials to complete a recipe. Be aware that some monster remains function both as alchemy and crafting components.

Remember: formulae must be found in the world as loot, or purchased from vendors. The formulae names will clearly tell you what the result will be. Rather than listing the formulae separately, we have placed the required materials to create items, if applicable.

MINERALS

Minerals are naturally occurring inorganic compounds which includes a range of materials from common sulfur to highly prized solutions and precious gems. During your adventure, minerals can be found by looting containers or purchasing them from alchemists and herbalists.

NAME	$	Kg	RATING
Alchemy paste	30	0.2	Common
Alchemists' powder	25	0.1	Common
Ursine fat	20	0.4	Common
Calcium equum	16	0.1	Common
Dog tallow	10	0.3	Common

NAME	$	Kg	RATING
Ducal Water	14	0.1	Common
Fifth Essence	60	0.1	Magic
Lunar shards	40	0.2	Magic
Optima mater	50	0.5	Magic
Phosphorus	15	0.1	Common

NAME	$	Kg	RATING
Quicksilver solution	27	0.1	Common
Saltpeter	10	0.1	Common
Stammelford's Dust	14	0.1	Common
Sulfur	8	0.1	Common
Wine Stone	38	0.7	Magic

ALCOHOLS

Alcohols serve as a base component for low-level alchemical formulae. They are also used to replenish alchemical supplies including potions, decoctions and bombs. Strong alcohols like cordials, spirits, and vodkas should not be confused with lesser alcohols like beer and wine. Lesser alcohols are not used for crafting but rather recreational use only.

Some of the alcohols here are crafted from other spirits, and they have their material requirements listed.

	PRICE	WEIGHT		RECIPE REQUIREMENTS											
NAME	$	Kg	RATING	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
Empty bottle	1	0.2	Common	—	—	—	—	—	—	—	—	—	—
Alcohest	10	0.8	Common	1	Empty bottle	1	Cherry cordial	1	Nilfgaardian lemon	1	Balisse fruit	—	—
Cherry cordial	25	0.7	Common	—	—	—	—	—	—	—	—	—	—
Dwarven spirit	20	1	Common	1	Empty bottle	2	Mahakaman spirit	1	White myrtle petals	—	—	—	—
Mahakaman spirit	8	0.7	Common	—	—	—	—	—	—	—	—	—	—
Mandrake cordial	45	1.1	Common	—	—	—	—	—	—	—	—	—	—
Nilfgaardian lemon	40	0.7	Common	—	—	—	—	—	—	—	—	—	—
Homemade pepper vodka	2	0.7	Common	—	—	—	—	—	—	—	—	—	—
Redanian herbal	36	0.8	Common	—	—	—	—	—	—	—	—	—	—
Temerian rye	32	0.8	Common	—	—	—	—	—	—	—	—	—	—
White Gull	100	1.3	Common	1	Empty bottle	1	Redanian herbal	1	Cherry cordial	1	Mandrake cordial	1	Arenaria

MONSTER REMAINS

Monster components are selected from the corpses of fallen enemies and function as base components for many alchemical recipes. Additionally, these items can be taken to a crafter who can prepare these items into powerful components used for crafting relic equipment.

Some monster remains here are the result of recipes.

	PRICE	WEIGHT		RECIPE REQUIREMENTS					
NAME	$	Kg	RATING	#	ITEM 1	#	ITEM 2	#	ITEM 3
Drowner brain	30	0.7	Master	1	Monstrous brain	1	Monstrous blood	—	—
Ghoul's blood	30	0.2	Master	2	Monstrous blood	—	—	—	—
Nekker blood	30	0.2	Master	2	Monstrous blood	—	—	—	—
Rotfiend blood	45	0.3	Magic	3	Monstrous blood	—	—	—	—
Leshen resin	51	0.9	Magic	3	Monstrous blood	3	Resin	—	—
Devourer's blood	60	0.4	Magic	4	Monstrous blood	—	—	—	—
Alghoul bone marrow	30	1.1	Master	1	Monstrous bone	1	Monstrous blood	—	—
Nekker claw	30	0.4	Master	2	Monstrous claw	—	—	—	—
Harpy talons	45	0.6	Magic	3	Monstrous claw	—	—	—	—
Alghoul claw	60	0.8	Magic	4	Monstrous claw	—	—	—	—
Specter Dust	30	0.2	Master	2	Monstrous dust	—	—	—	—
Gargoyle dust	45	0.3	Magic	3	Monstrous dust	—	—	—	—
Grave hag's ear	30	0.2	Master	—	—	—	—	—	—
Harpy eggs	30	0.6	Master	1	Monstrous egg	1	Monstrous feather	—	—
Endrega embryo	45	0.95	Magic	1	Monstrous egg	2	Monstrous essence	—	—
Cockatrice egg	55	0.65	Magic	1	Monstrous egg	2	Chitin scale	—	—
Griffin's egg	60	0.9	Magic	1	Monstrous egg	3	Monstrous feather	—	—
Wyvern egg	70	0.85	Magic	1	Monstrous egg	1	Monstrous claw	2	Chitin scale
Crystalized essence	75	1.25	Magic	5	Monstrous essence	—	—	—	—
Elemental essence	75	1.25	Magic	5	Monstrous essence	—	—	—	—
Dark Essence	45	0.75	Magic	3	Monstrous essence	—	—	—	—
Light Essence	30	0.5	Master	2	Monstrous essence	—	—	—	—
Water essence	60	1	Magic	4	Monstrous essence	—	—	—	—
Essence of wraith	45	0.75	Magic	3	Monstrous essence	—	—	—	—
Nekker eye	30	0.7	Master	2	Monstrous eye	—	—	—	—
Arachas eyes	45	1.05	Magic	3	Monstrous eye	—	—	—	—
Erynia eye	45	0.65	Magic	1	Monstrous eye	2	Monstrous feather	—	—
Cyclops' eye	60	0.65	Magic	1	Monstrous eye	3	Monstrous blood	—	—
Fiend's eye	75	1.25	Magic	3	Monstrous eye	2	Monstrous hair	—	—

	PRICE	WEIGHT		RECIPE REQUIREMENTS					
NAME	$	Kg	RATING	#	ITEM 1	#	ITEM 2	#	ITEM 3
Harpy feathers	30	0.3	Master	2	Monstrous feather	—	—	—	—
Griffin feathers	60	0.55	Magic	3	Monstrous feather	1	Monstrous dust	—	—
Lock of lamia hair	60	0.4	Magic	4	Monstrous hair	—	—	—	—
Nightwraith hair	45	0.3	Magic	1	Monstrous hair	—	—	—	—
Nekker heart	30	0.9	Master	1	Monstrous heart	1	Monstrous blood	—	—
Endrega heart	30	1.6	Master	2	Monstrous heart	—	—	—	—
Gargoyle heart	45	1.7	Magic	2	Monstrous heart	1	Monstrous dust	—	—
Golem's heart	45	1.85	Magic	2	Monstrous heart	1	Monstrous essence	—	—
Necrophage hide	162	4.4	Magic	1	Monstrous hide	2	Monstrous blood	—	—
Troll hide	177	4.5	Magic	1	Monstrous hide	2	Monstrous hair	—	—
Werewolf hide	192	4.6	Magic	1	Monstrous hide	3	Monstrous hair	—	—
Ekimmara hide	294	8.6	Magic	2	Monstrous hide	—	—	—	—
Berserker hide	309	8.8	Magic	2	Monstrous hide	1	Monstrous saliva	—	—
Chort hide	324	8.8	Magic	2	Monstrous hide	2	Monstrous hair	—	—
Cave troll liver	30	1.2	Master	1	Monstrous liver	1	Monstrous blood	—	—
Nekker warrior's liver	45	1.3	Magic	1	Monstrous liver	2	Monstrous blood	—	—
Basilisk hide	544	9.8	Magic	1	Monstrous plate	1	Chitin scale	—	—
Forktail hide	564	9.9	Magic	1	Monstrous plate	2	Chitin scale	—	—
Wyvern hide	604	10.1	Magic	1	Monstrous plate	2	Chitin scale	—	—
Vampire saliva	30	0.4	Master	2	Monstrous saliva	—	—	—	—
Werewolf saliva	60	0.8	Magic	4	Monstrous saliva	—	—	—	—
Drowner tongue	30	0.7	Master	1	Monstrous tongue	1	Monstrous saliva	—	—
Cockatrice stomach	45	0.5	Master	2	Monstrous blood	1	Monstrous saliva	—	—
Foglet teeth	45	0.3	Magic	3	Monstrous tooth	—	—	—	—
Hag tooth	60	0.5	Magic	3	Monstrous tooth	1	Monstrous saliva	—	—
Water hag tooth	75	0.7	Magic	3	Monstrous tooth	2	Venom extract		
Vampire fang	105	1.2	Magic	2	Monstrous tooth	1	Vampire saliva	—	—
Arachas venom	30	0.6	Master	2	Venom extract	—	—	—	—
Basilisk venom	45	0.9	Magic	3	Venom extract	—	—	—	—

SUBSTANCES

Substances are distillates and base chemical components required for high-level alchemical formulae. While these materials can be found in the world, all substances have recipes that allow you to craft them from other natural herbs and alcohols.

	PRICE	WEIGHT		RECIPE REQUIREMENTS											
NAME	$	Kg	RATING	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5	#	ITEM 6
Aether	23	0.1	Magic	1	White Gull	1	Verbena	1	Ergot seeds	1	Han fiber	1	Puffball	1	Longrube
Albedo	13	0.1	Magic	1	White Gull	1	Crow's eye	1	Allspice	1	Mistletoe	1	Beggartick blossoms	1	Pringrape
Hydragenum	34	0.1	Magic	1	White Gull	1	Verbena	1	Ergot seeds	1	Ranogrin	1	Green mold	1	Nostrix
Nigredo	35	0.1	Magic	1	White Gull	1	Crow's eye	1	Han fiber	1	Hellebore petals	1	Hornwort	1	Balisse fruit
Quebrith	18	0.1	Magic	1	White Gull	1	Verbena	1	Puffball	1	Longrube	1	Nostrix	1	Pringrape
Rebis	26	0.1	Magic	1	White Gull	1	Verbena	1	Ergot seeds	1	Allspice	1	Mistletoe	1	Ranogrin
Rubedo	27	0.1	Magic	1	White Gull	1	Crow's eye	1	Han fiber	1	Mistletoe	1	Puffball	1	Green mold
Vermilion	30	0.1	Magic	1	White Gull	1	Verbena	1	Ergot seeds	1	Han fiber	1	Beggartick blossoms	1	Bryonia
Vitriol	23	0.1	Magic	1	White Gull	1	Bloodmoss	1	Allspice	1	Ranogrin	1	Hellebore petals	1	Hornwort

HERBS

Herbs include a variety grasses, roots, fruits, and flowers can all be found growing naturally in all regions of the world. They can be found at any time during your journey. Harvesting these items is free and can provide you with an endless supply of alchemical ingredients that can be used for crafting oils, potions and other alchemical substances.

Herbs take up very little weight. As such, it is highly recommended that you pick up as many herbs as you can stand to harvest. The sooner you have all the crafting materials you need for your recipes, the sooner you can start harvesting herbs simply to make money selling your excess materials to vendors.

Below is a list showing the standard coin value and weight of all Herbs in the game, as well as lists for each major region you visit that show what herbs can be harvested, as well as the environments they are commonly found within.

NAME	$	Kg
Allspice	5	0.1
Arenaria	2	0.1
Balisse fruit	2	0.1
Beggartick blossoms	1	0.1
Berbercane fruit	3	0.1
Bison grass	1	0.1
Bloodmoss	4	0.1
Blowball	1	0.1
Bryonia	2	0.1

NAME	$	Kg
Celandine	2	0.1
Cortinarius	5	0.1
Crow's eye	4	0.1
Ergot seeds	3	0.1
Fool's parsley leaves	1	0.1
Ginatia petals	4	0.1
Green mold	2	0.1
Han fiber	4	0.1
Hellebore petals	5	0.1

NAME	$	Kg
Honeysuckle	8	0.1
Hop umbels	3	0.1
Hornwort	5	0.1
Longrube	4	0.1
Mandrake root	15	0.1
Mistletoe	2	0.1
Moleyarrow	4	0.1
Nostrix	7	0.1
Puffball	2	0.1

NAME	$	Kg
Pringrape	5	0.1
Ranogrin	6	0.1
Ribleaf	5	0.1
Sewant mushrooms	4	0.1
Verbena	5	0.1
White myrtle petals	2	0.1
Wolfsbane	3	0.1
Buckthorn	3	0.1

HERBS FOUND IN WHITE ORCHARD

NAME	TYPE	LOCATION	ADDITIONAL NOTES
Arenaria	—	Cultivated terrain	—
Balisse Fruit	Plant	Fields	—
Barbercane Fruit	Berries	Mountains, swamps	—
Blowbill	Field plant	Fields	Grows in sunny locations.
Bryonia	Vine	Walls, rockfaces	—
Buckthorn	Seaweed/coral	only underwater	May attract monsters
Celandine	Small	Fields, forests	—
Cortinarius	Mushroom	Forests	—
Crows eye	Tall bush	Fields, barren	—
Fools Parsley Leaves	Tall weed	Fields, next to roads	Grows in groups
Hellebore Petals	Small	Forests	—
Honeysuckle	Large bush	Fields	—
Hop Umbels	Large bush	Fields	—
Ribleaf	Small, leafy	Cultivated terrain	Grows in multiple regions
Verbena	Herb	Fields	—
White Myrtle	Large bush	Fields	—
Wolfsbane	Tall flowers	Fields, forests, mountains	—

HERBS FOUND IN NO MAN'S LAND

NAME	TYPE	LOCATION	ADDITIONAL NOTES
Celandine	Small	Fields, forests	—
White Myrtle	Large bush	Fields	—
Han	Weed	Fields	Can be near other herbs/ foliage
Beggartick Blossoms	Medium bush	Fields, swamps	—
Pringrape	Leafy plant	Fields, forests	Druids and herbalists sell them
Ginatia Petals	Large bush	Fields	—
Fools Parsley Leaves	Tall weed	Fields, next to roads	grows in groups
Moleyarrow	Tall leaves	Fields, swamps, homes	—
Wolfsbane	Tall flowers	Fields, forests, mountains	—
Hop Umbels	Large bush	Fields	—
Hellebore Petals	Small	Forests	—
Bloodmoss	Moss	Shoreside	—
Hornwort	Moss	Moist, rocky terrain, and underwater	—
Ribleaf	Small, leafy	Cultivated terrain	Grows in multiple regions
Cortinarius	Musthroom	Caves, crypts, dungeons, mines	—
Sewant Mushrooms	Mushroom	Caves, crypts, dungeons, mines	—
Buckthorn	Seaweed/coral	Only underwater	May attract monsters

HERBS FOUND IN NOVIGRAD

NAME	TYPE	LOCATION	ADDITIONAL NOTES
Arenaria	Flower bush	Fields	Fields, sunny
Balisse Fruit	plant	Fields	—
Beggartick Blossoms	Flower bush	Fields, swamps	—
Blowbill	Field plant	Fields	sunny
Crows eye	Tall bush	Fields, barren	—
Fools Parsley Leaves	Tall weed	Fields, next to roads	Grows in groups
Ginatia Petals	Large bush	Fields	—
Han	Weed	Fields	Can be near other herbs/ foliage
Honeysuckle	Large bush	Fields	—
Hop Umbels	Large bush	Fields	—
Longrube	Mushroom	Fields, caves, rocky terrain	—
Moleyarrow	Tall leaves	Fields, swamps, homes	—
Verbena	Herb	Fields	—

HERBS FOUND IN NOVIGRAD CONTINUED

NAME	TYPE	LOCATION	ADDITIONAL NOTES
White Myrtle	Large bush	Fields	—
Celandine	Small	Fields, forests	—
Pringrape	Leafy plant	Fields, forests	Druids and herbalists sell them.
Ranogrin	Small, stocks	Fields, forests	—
Wolfsbane	Tall flowers	Fields, forests, mountains	—
Hellebore Petals	Small	Forests	—
Cortinarius	Mushroom	Forests	—
Pigskin Puffball	Mushroom	Forests, caves	—
Mandrake Root	Flower	Fields, forests	—
Barbercane Fruit	Berries	Mountains, swamps	—
Sewant Mushrooms	Mushroom	Caves	—
Ribleaf	Small, leafy	Cultivated terrain	Grows in multiple regions
Bloodmoss	Moss	Swamps, rocks, caves, mountains	—
Hornwort	Moss	Moist, rocky terrain, and underwater	—
Bryonia	Vine	Walls, rockfaces	—
Nostrix	Wall vine	Walls, rockfaces	—
Buckthorn	Seaweed/coral	Only underwater	May attract monsters

HERBS FOUND IN SKELLIGE

NAME	TYPE	LOCATION	ADDITIONAL NOTES
Arenaria	Flower bush	Fields	Large fields that receive plenty of sunlight
Balisse Fruit	Plant	Fields	—
Beggartick Blossoms	Flower bush	Fields, swamps	—
Blowbill	Field plant	Fields	Prefers sunnier locations.
Crows eye	Tall bush	Fields, barren	—
Fools Parsley Leaves	Tall weed	Fields, next to roads	Grows in groups
Ginatia Petals	Large bush	Fields	—
Han	Weed	Fields	Can be near other herbs/ foliage
Honeysuckle	Large bush	Fields	—
Hop Umbels	Large bush	Fields	—
Longrube	Mushroom	Fields, caves, rocky terrain	—
Moleyarrow	Tall leaves	Fields, swamps, homes	—
Verbena	Herb	Fields	—
White Myrtle	Large bush	Fields	—
Celandine	Small	Fields, forests	—
Mandrake Root	Flower	Fields, forests	—
Pringrape	Leafy plant	Fields, forests	Druids and herbalists sell these
Ranogrin	Small, stocks	Fields, forests	—
Wolfsbane	Tall flowers	Fields, forests, mountains	—
Barbercane Fruit	Berries	Mountains, swamps	—
Hellebore Petals	Small	Forests	—
Cortinarius	Mushroom	Forests	—
Pigskin Puffball	Mushroom	Forests, caves	—
Sewant Mushrooms	Mushroom	Caves	—
Ribleaf	Small, leafy	Cultivated terrain	Grows in multiple regions.
Bloodmoss	Moss	Swamps, rocks, caves, mountains	—
Hornwort	Moss	Moist, rocky terrain, and underwater	—
Bryonia	Vine	Walls, rockfaces	—
Nostrix	Wall vine	Walls, rockfaces	—
Buckthorn	Seaweed/coral	Only underwater	May attract monsters

HERBS FOUND IN KAER MORHEN

NAME	TYPE	LOCATION	ADDITIONAL NOTES
Arenaria	Flower bush	Fields	Prefers sunny fields.
Balisse Fruit	Plant	Fields	—
Beggartick Blossoms	Flower bush	Fields, swamps	—
Berbercane Fruit	Berries	Mountains, swamps	—
Blowbill	Field plant	Fields	Grows in sunny locations
Bloodmoss	Moss	Swamps, rocks, caves, mountains	—
Buckthorn	Seaweed/coral	Only underwater	May attrack monsters
Bryonia	Vine	Walls, rockfaces	—
Celandine	Small	Fields, forests	—
Cortinarius	Mushroom	Forests	—
Crows eye	Tall bush	Fields, barren	—
Fools Parsley Leaves	Tall weed	Fields, next to roads	Grows in groups
Ginatia Petals	Large bush	Fields	—
Han	Weed	Fields	Can be near other herbs/ foliage
Hellebore Petals	Small	Forests	—
Honeysuckle	Large bush	Fields	—

NAME	TYPE	LOCATION	ADDITIONAL NOTES
Hop Umbels	Large bush	Fields	—
Hornwort	Moss	Moist, rocky terrain, and underwater	—
Longrube	Mushroom	Fields, caves, rocky terrain	—
Mandrake Root	Flower	Fields, forests	—
Moleyarrow	Tall leaves	Fields, swamps, homes	—
Nostrix	Wall vine	Walls, rockfaces	—
Pigskin Puffball	Mushroom	Caves, forests	—
Pringrape	Leafy plant	Fields, forests	May be sold by druids and herbalists
Ribleaf	Small, leafy	Cultivated terrain	Grows in multiple regions
Ranogrin	Small, stocks	Fields, forests	—
Sewant Mushrooms	Mushroom	Caves, cryps, dungeons, mines	—
Verbena	Herb	Fields	—
White Myrtle	Large bush	Fields	—
Wolfsbane	Tall flowers	Fields, forests, mountains	—

ALCHEMIC CREATIONS AND RECIPES

Alchemy requires formulae and the materials necessary to use them. Once you have both, you can begin crafting the most useful aspects of Geralt's arsenal! The following sections list both the names of the creations, and the materials necessary to craft them. Notice how with potions, oils, and bombs, to create an improved version of an item, you need to create the previous version first. Those material requirements are listed for your convenience.

Once you have created an alchemy item, it has a limited number of uses before it must be replenished. If you have strong alcohols in your inventory, Geralt will use them when he meditates to restore his stocks of potions, decoctions, oils, and bombs! In other words, loot all the alcohol you can carry (unless it belongs to someone else and is in plain view of the guards… that is if you don't want a fight on your hands).

POTIONS

A witcher can drink potions to temporarily alter stats. Potions that provide mild boosts to performance present no drawbacks; they only increase toxicity, but that can also be beneficial depending on character build. Enhanced and superior strength potions greatly enhance your performance. Some potions offer mild boosts with no drawbacks, while others dramatically boost a handful of stats. Geralt can only tolerate up to 100 points of toxicity before he becomes poisoned. While poisoned, you experience a slow loss of health over time. Character abilities can raise the 100 toxicity limit to over 200.

While potions cannot be purchased, shops are a great source for finding new formulae. By learning new formulae, you can increase the strength of existing potions and unlock new effects to diversify your abilities. Most potions require alchemical substances, which are obtained from common components found in the environment and monster loot. Meanwhile, high end potions require rare ingredients.

POTIONS

		PRICE	TOXICITY	DURATION	DOSES	RECIPE REQUIREMENTS													
NAME	EFFECT	$	#	#	#	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5	#	ITEM 6	#	ITEM 7
Potion of Clearance	Returns all spent Ability Points to the available pool so that you can redistribute them. Cannot be brewed. Purchased only from specific vendors for a high price.	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Black Blood	Witcher's blood injures vampires and necrophages when they wound him.	100	15	30	3	1	Dwarven spirit	2	Sewant mushrooms	4	Ghoul's blood	—	—	—	—	—	—	—	—
Enhanced Black Blood	Witcher's blood injures and knocks back vampires and necrophages when they wound him.	150	15	45	4	1	Alcohest	1	Black Blood	1	Hellebore petals	5	Sewant mushrooms	5	Ghoul's blood	—	—	—	—
Superior Black Blood	Vampires and necrophages start Bleeding when near the witcher. In addition, the witcher's blood injures and knocks them back when they wound him.	300	15	60	5	1	White Gull	1	Enhanced Black Blood	5	Hellebore petals	5	Sewant mushrooms	1	Han fiber	1	Nostrix	1	Rebis
Blizzard	Slows down time for everyone except witcher for a short period after killing an enemy.	100	25	15	2	1	Dwarven spirit	5	White myrtle petals	1	Golem's heart	—	—	—	—	—	—	—	—
Enhanced Blizzard	Slows down time for everyone except witcher for a short period after killing an enemy. Great slowdown.	150	25	20	3	1	Alcohest	1	Blizzard	1	Celandine	5	White myrtle petals	1	Golem's heart	—	—	—	—
Superior Blizzard	Slows down time for everyone except witcher for a short period after killing an enemy. Great slowdown. Also, with 3 Adrenaline points, actions don't cost any stamina.	300	25	30	4	1	White Gull	1	Enhanced Blizzard	1	Celandine	4	White myrtle petals	1	Sewant mushrooms	1	Buckthorn	1	Rebis
Cat	Grants sight in total darkness.	100	15	240	3	1	Dwarven spirit	4	Berbercane fruit	2	Water essence	—	—	—	—	—	—	—	—
Enhanced Cat	Grants sight in total darkness and immunity to hypnosis. Extended duration.	150	15	480	4	1	Alcohest	1	Cat	5	Berbercane fruit	1	Cortinarius	3	Water essence	—	—	—	—
Superior Cat	Grants sight in total darkness and immunity to hypnosis. Extended duration.	300	15	720	5	1	White Gull	1	Enhanced Cat	4	Berbercane fruit	4	Cortinarius	1	Moleyarrow	1	Allspice	1	Aether

POTIONS CONTINUED

		PRICE	TOXICITY	DURATION	DOSES	RECIPE REQUIREMENTS															
NAME	EFFECT	$	#	#	#	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5	#	ITEM 6	#	ITEM 7
Full Moon	Increases maximum Vitality.	100	25	60	3	1	Dwarven spirit	2	Wolfsbane	1	Dark Essence	—	—	—	—	—	—	—	—
Enhanced Full Moon	Increases maximum Vitality. Extended duration.	150	25	90	4	1	Alcohest	1	Full Moon	2	Crow's eye	5	Wolfsbane	2	Dark Essence	—	—	—	—
Superior Full Moon	Increases maximum Vitality. Extended duration. Heals Vitality by an amount equal to current Toxicity.	300	25	180	5	1	White Gull	1	Enhanced Full Moon	1	Mistletoe	1	Verbena	4	Crow's eye	4	Wolfsbane	1	Quebrith
Golden Oriole	Grants immunity to poisons, neutralizes the effects of poisons already in bloodstream.	100	20	60	3	1	Dwarven spirit	4	Blowball	1	Light Essence	—	—	—	—	—	—	—	—
Enhanced Golden Oriole	Grants immunity to poisons, neutralizes the effects of poisons already in bloodstream. Extended duration.	150	20	120	4	1	Alcohest	1	Golden Oriole	6	Blowball	1	Celandine	2	Light Essence	—	—	—	—
Superior Golden Oriole	Neutralizes the effects of poisons already in bloodstream. Extended duration. Poisons now heal instead of doing damage.	300	20	180	5	1	White Gull	1	Enhanced Golden Oriole	4	Blowball	4	Celandine	1	Han fiber	1	Ranogrin	1	Quebrith
Killer Whale	Increases breath supply while underwater by 50% and improves vision while diving.	100	15	180	3	2	Dwarven spirit	5	Balisse fruit	6	Buckthorn	5	Drowner tongue	—	—	—	—	—	—
Maribor Forest	Accelerates the generation of Adrenaline Points.	100	20	30	3	1	Dwarven spirit	3	Berbercane fruit	1	Alghoul bone marrow	4	Drowner tongue	—	—	—	—	—	—
Enhanced Maribor Forest	Accelerates the generation of Adrenaline Points. Extended duration.	150	20	60	4	1	Alcohest	1	Maribor Forest	5	Berbercane fruit	1	Crow's eye	2	Drowner tongue	—	—	—	—
Superior Maribor Forest	Accelerates the generation of Adrenaline Points. Extended duration. Grants 1 Adrenaline Point upon consumption.	300	20	90	5	1	White Gull	1	Enhanced Maribor Forest	4	Berbercane fruit	4	Crow's eye	1	Hellebore petals	1	Ribleaf	1	Vermilion
Petri's Philter	Increases Sign intensity.	100	25	30	3	1	Dwarven spirit	5	Arenaria	1	Specter Dust	—	—	—	—	—	—	—	—
Enhanced Petri's Philter	Increases Sign intensity. Extended duration.	150	25	60	4	1	Alcohest	1	Petri's Philter	6	Arenaria	1	Buckthorn	2	Specter Dust	—	—	—	—
Superior Petri's Philter	Increases Sign intensity. Extended duration. Signs always apply their special effects.	300	25	90	5	1	White Gull	1	Enhanced Petri's Philter	4	Arenaria	4	Buckthorn	1	Longrube	1	Ranogrin	1	Rubedo
Swallow	Accelerates Vitality regeneration. Vitality regeneration pauses for 2 seconds upon receiving damage.	100	20	20	3	1	Dwarven spirit	5	Celandine	4	Drowner brain	—	—	—	—	—	—	—	—
Enhanced Swallow	Accelerates Vitality regeneration. Extended duration. Vitality regeneration pauses for 2 seconds upon receiving damage.	150	20	20	4	1	Alcohest	1	Swallow	6	Celandine	4	White myrtle petals	5	Drowner brain	—	—	—	—
Superior Swallow	Accelerates Vitality regeneration. Extended duration. Regeneration works in and out of combat for all levels of the potion.	300	20	20	5	1	White Gull	1	Enhanced Swallow	6	Berbercane fruit	6	White myrtle petals	4	Celandine	4	Crow's eye	2	Vitriol
Tawny Owl	Accelerates Stamina regeneration.	100	20	30	3	1	Dwarven spirit	2	Verbena	1	Arachas venom	—	—	—	—	—	—	—	—
Enhanced Tawny Owl	Accelerates Stamina regeneration. Extended duration.	150	20	45	4	1	Alcohest	1	Tawny Owl	4	Verbena	2	Wolfsbane	1	Arachas venom	—	—	—	—
Superior Tawny Owl	Accelerates Stamina regeneration. Extended duration. Never expires at night.	300	20	60	5	1	White Gull	1	Enhanced Tawny Owl	4	Verbena	4	Wolfsbane	1	Fool's parsley leaves	1	Mandrake root	1	Sewant mushrooms
Thunderbolt	Increases Attack Power.	100	25	30	3	1	Dwarven spirit	2	Cortinarius	1	Endrega embryo	—	—	—	—	—	—	—	—
Enhanced Thunderbolt	Increases Attack Power. Extended duration.	150	25	60	4	1	Alcohest	1	Thunderbolt	2	Cortinarius	1	Fool's parsley leaves	2	Endrega embryo	—	—	—	—
Superior Thunderbolt	Extended duration. Grants 100% critical hit chance during storms.	300	25	90	5	1	White Gull	1	Enhanced Thunderbolt	4	Cortinarius	4	Fool's parsley leaves	1	Verbena	1	Bryonia	1	Quebrith
White Honey	Clears Toxicity and cancels all active potion effects.	150	—	—	1	1	Dwarven spirit	1	Honeysuckle	—	—	—	—	—	—	—	—	—	—
Enhanced White Honey	Clears Toxicity and cancels all active potion effects.	300	—	—	2	1	Alcohest	1	White Honey	2	Honeysuckle	1	White myrtle petals	—	—	—	—	—	—
Superior White Honey	Clears Toxicity and cancels all active potion effects.	100	—	—	5	1	White Gull	1	Enhanced White Honey	4	Honeysuckle	4	White myrtle petals	1	Balisse fruit	1	Hellebore petals	1	Vitriol
White Raffard's Decoction	Immediately restores a portion of Vitality.	100	30	—	2	1	Dwarven spirit	2	Ribleaf	4	Nekker heart	—	—	—	—	—	—	—	—
Enhanced White Raffard's Decoction	Immediately restores a large portion of Vitality.	150	30	—	2	1	Alcohest	1	White Raffard's Decoction	4	Ribleaf	1	Bryonia	5	Nekker heart	—	—	—	—
Superior White Raffard's Decoction	Restores Vitality immediately and fully. Grants immunity to damage for a short duration.	300	30	—	3	1	White Gull	1	Enhanced White Raffard's Decoction	4	Ribleaf	4	Bryonia	1	Pringrape	1	Bison grass	1	Vermilion
Ursine pheromones	Ursines will not attack the witcher.	300	19	90	2	1	Dwarven spirit	1	Berbercane fruit	1	Ergot seeds	1	Hellebore petals	—	—	—	—	—	—
Drowner pheromones	Drowners will not attack the witcher	150	15	90	2	1	Dwarven spirit	1	Drowner brain	1	Sewant mushrooms	1	Puffball	—	—	—	—	—	—
Nekker pheromones	Nekkers will not attack the witcher.	100	15	90	2	1	Dwarven spirit	1	Green mold	1	Drowner brain	1	Moleyarrow	—	—	—	—	—	—

DECOCTIONS

Decoctions are incredibly powerful potions that are created using mutagens and other alchemic substances. These brews are incredibly toxic, limiting Geralt's ability to use decoctions along with other potions until his body naturally fights off the worst of the decoction's effects. However, each decoction grants powerful benefits in exchange for that toxicity.

Remember, as with potions, you must buy the formulae for them from vendors such as herbalists or druids. You can clear the effects and toxicity from a decoction by drinking White Honey. You can also restore decoctions through meditation as long as Geralt has strong alcohols in his inventory.

DECOCTIONS

		PRICE	TOXICITY	DURATION	RECIPE REQUIREMENTS											
NAME	EFFECT	$	#	min	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5
Katakan decoction	Increases critical hit chance.	10	80	30	1	Dwarven spirit	1	Katakan mutagen	1	Verbena	1	Arenaria	—	—
Arachas decoction	Reduces damage received based on armor and inventory weight: less weight carried and lighter armor means less damage is taken.	10	80	30	1	Dwarven spirit	1	Arachas mutagen	1	White myrtle petals	—	—	—	—
Cockatrice decoction	All alchemy creations can be used one additional time.	10	80	30	1	Dwarven spirit	1	Cockatrice mutagen	1	Crow's eye	—	—	—	—
Archgriffin decoction	If any Stamina is available, strong strikes consume all of it and reduce the struck foe's Vitality by 10% after their normal damage is calculated.	11	80	30	1	Dwarven spirit	1	Archgriffin mutagen	1	Ribleaf	1	Blowball	—	—
Water hag decoction	Damage dealt is increased when Vitality is at its maximum.	11	80	30	1	Dwarven spirit	1	Water hag mutagen	1	Berbercane fruit	—	—	—	—
Nightwraith decoction	Geralt's maximum Vitality is increased with each foe killed. This increase lasts until he meditates or fast travels.	11	80	30	1	Dwarven spirit	1	Nightwraith mutagen	1	Mistletoe	1	Sewant mushrooms	—	—
Ekimmara decoction	Damage dealt to foes regenerates Vitality.	12	80	30	1	Dwarven spirit	1	Ekimmara mutagen	1	White myrtle petals	1	Mandrake root	—	—
Chort decoction	Provides complete resistance to the Stagger effect and reduces the Knock-down effect to Stagger.	12	80	30	1	Dwarven spirit	1	Chort mutagen	1	Puffball	1	Cortinarius	—	—
Foglet decoction	Increases Sign Intensity during cloudy weather.	13	80	30	1	Dwarven spirit	1	Foglet mutagen	1	Fool's parsley leaves	1	Blowball	—	—
Wyvern decoction	Each blow landed increases Attack Power until either the fight ends or damage (other than that from potion Toxicity) is taken.	13	80	30	1	Dwarven spirit	1	Wyvern mutagen	1	Moleyarrow	1	Celandine	—	—
Doppler decoction	Increases critical hit damage when attacking from behind.	13	80	30	1	Dwarven spirit	1	Doppler mutagen	1	Han fiber	1	Longrube	—	—
Troll decoction	Regenerates Vitality during and outside of combat.	14	80	30	1	Dwarven spirit	1	Troll claw	1	Crow's eye	1	Honeysuckle	—	—
Noonwraith decoction	Provides complete immunity to the Knockdown, Hypnosis, Stun and Blindness effects.	14	80	30	1	Dwarven spirit	1	Noonwraith mutagen	1	Ginatia petals	1	Ergot seeds	—	—
Succubus decoction	Attack Power grows over the course of a fight until reaching a maximum threshold.	14	80	30	1	Dwarven spirit	1	Succubus mutagen	1	Green mold	1	Allspice	—	—
Alghoul decoction	Adrenaline Points are generated more quickly than normal until the first successful enemy attack.	15	80	30	1	Dwarven spirit	5	Lesser red mutagen	1	Alghoul bone marrow	1	Buckthorn	—	—
Fiend decoction	Increases the amount of weight the witcher can carry without being overburdened.	15	80	30	1	Dwarven spirit	1	Fiend mutagen	1	Hellebore petals	1	Fool's parsley leaves	1	Arenaria
Forktail decoction	Combining fast and strong attacks with Sign abilities increases Attack Power for melee attacks and Sign Intensity when casting.	15	80	30	1	Dwarven spirit	1	Forktail mutagen	1	Moleyarrow	1	Bryonia		
Grave hag decoction	Each foe slain accelerates Vitality regeneration for the duration of the battle.	16	80	30	1	Dwarven spirit	1	Grave hag mutagen	1	Longrube	1	Cortinarius	—	—
Wraith decoction	Whenever a single hit drains more than a third of Vitality, a Quen shield is activated which protects against the next attack.	16	80	30	1	Dwarven spirit	1	Wraith mutagen	1	Blowball	1	Nostrix	—	—
Earth elemental decoction	Increases resistance to Vitality-depleting critical effects applied during combat. The resistance level rises the longer the critical effect is applied.	17	80	30	1	Dwarven spirit	1	Earth elemental mutagen	1	Balisse fruit	1	Pringrape	—	—
Ekhidna decoction	Performing actions that consume Stamina regenerates Vitality.	17	80	30	1	Dwarven spirit	1	Ekhidna mutagen	1	Ribleaf	1	Berbercane fruit	—	—
Ancient leshen decoction	Each Sign cast increases Stamina regeneration for the remainder of the fight.	17	80	30	1	Dwarven spirit	1	Ancient leshen mutagen	1	Mandrake root	1	Ginatia petals	1	Honeysuckle
Basilisk decoction	Applies a random beneficial effect at dusk and dawn. The effect lasts for six hours.	18	80	30	1	Dwarven spirit	1	Basilisk mutagen	1	Blowball	1	Fool's parsley leaves	1	Beggartick blossoms
Werewolf decoction	Running, sprinting and jumping outside combat does not use Stamina.	18	80	30	1	Dwarven spirit	1	Worewolf mutagen	1	Beggartick blossoms	1	Hop umbels	—	—
Nekker warrior decoction	Mounts never panic. 50% increase to mounted combat damage.	18	80	30	1	Dwarven spirit	1	Nekker warrior mutagen	1	Fool's parsley leaves	1	Ranogrin	—	—
Leshen decoction	A portion of the damage dealt by enemies is reflected back on the attacker.	19	80	30	1	Dwarven spirit	1	Leshen mutagen	1	Moleyarrow	1	Pringrape	—	—
Griffin decoction	Taking damage raises damage resistance (up to an upper limit) for the remainder of the fight.	19	80	30	1	Dwarven spirit	1	Griffin mutagen	1	Oil	1	Bryonia	1	Wolf's liver
Reliever's decoction	Increases damage dealt and decreases damage taken against wraiths.	20	80	30	5	Dwarven spirit	4	Lesser red mutagen	4	Lesser green mutagen	4	Lesser blue mutagen	1	Essence of wraith

OILS

Oils provide additional attack power against specific types of enemies for a limited number of strikes. When the oil is completely rubbed off the blade, it no longer provides that effect. You can restore oils through meditation and strong alcohol. Oils can mean the difference between life and death in tough battles, so be sure to know what you're getting into before you start a fight, and prepare accordingly!

OILS

		PRICE	CHARGES	RECIPE REQUIREMENTS													
DISPLAY NAME	DESCRIPTION	$	#	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5	#	ITEM 6	#	ITEM 7
Beast oil	10% Attack power versus Beasts	10	20	1	Dog tallow	2	Wolf's liver	—	—	—	—	—	—	—	—	—	—
Enhanced beast oil	25% Attack power versus Beasts	15	40	5	Ursine fat	1	Beast oil	1	Ursine hide	1	Celandine	1	Puffball	1	Bison grass	—	—
Superior beast oil	50% Attack power versus Beasts	30	60	1	Alchemy paste	1	Enhanced beast oil	1	Cockatrice stomach	1	Celandine	1	Puffball	1	Bison grass	1	Rubedo
Cursed oil	10% Attack power versus Cursed Ones	10	20	1	Dog tallow	4	Wolfsbane	—	—	—	—	—	—	—	—	—	—
Enhanced cursed oil	25% Attack power versus Cursed Ones	15	40	1	Ursine fat	1	Cursed oil	1	Ekimmara hide	1	Puffball	1	Wolfsbane	1	Balisse fruit	1	Wolf's liver
Superior cursed oil	50% Attack power versus Cursed Ones	30	60	1	Alchemy paste	1	Enhanced cursed oil	1	Ekimmara hide	1	Cave troll liver	1	Wolfsbane	1	Mistletoe	1	Rubedo
Hanged Man's Venom	10% Attack power versus humans and nonhumans	10	20	1	Dog tallow	4	Arenaria	—	—	—	—	—	—	—	—	—	—
Enhanced Hanged Man's Venom	25% Attack power versus humans and nonhumans	15	40	1	Ursine fat	1	Hanged Man's Venom	1	Ekimmara hide	1	Nekker eye	1	Fool's parsley leaves	1	Arenaria	1	Mandrake root
Superior Hanged Man's Venom	50% Attack power versus humans and nonhumans	30	60	1	Alchemy paste	1	Enhanced Hanged Man's Venom	1	Ekimmara hide	1	Devourer's blood	1	Fool's parsley leaves	1	Mandrake root	1	Quebrith
Hybrid oil	10% Attack power versus Hybrids	10	20	1	Dog tallow	4	White myrtle petals	—	—	—	—	—	—	—	—	—	—
Enhanced hybrid oil	25% Attack power versus Hybrids	15	40	1	Ursine fat	1	Hybrid oil	1	Erynia eye	1	Ginatia petals	1	White myrtle petals	1	Hornwort	1	Bryonia
Superior hybrid oil	50% Attack power versus Hybrids	30	60	1	Alchemy paste	1	Enhanced hybrid oil	1	Erynia eye	1	Ginatia petals	1	White myrtle petals	1	Bison grass	1	Albedo
Insectoid oil	10% Attack power versus Insectoids	10	20	1	Dog tallow	4	Ranogrin	—	—	—	—	—	—	—	—	—	—
Enhanced insectoid oil	25% Attack power versus Insectoids	15	40	1	Ursine fat	1	Insectoid oil	1	Endrega heart	1	Puffball	1	Ranogrin	1	Hornwort	1	Honeysuckle
Superior insectoid oil	50% Attack power versus Insectoids	30	60	1	Alchemy paste	1	Enhanced insectoid oil	1	Endrega heart	1	Puffball	1	Hornwort	1	Bloodmoss	1	Hydragenum
Elementa oil	10% Attack power versus Elementa	10	20	1	Dog tallow	4	Puffball	—	—	—	—	—	—	—	—	—	—
Enhanced elementa oil	25% Attack power versus Elementa	15	40	1	Ursine fat	1	Elementa oil	1	Ekimmara hide	1	Puffball	1	Allspice	1	Honeysuckle	1	Buckthorn
Superior elementa oil	50% Attack power versus Elementa	30	60	1	Alchemy paste	1	Enhanced elementa oil	1	Ekimmara hide	1	Essence of wraith	1	Allspice	1	Honeysuckle	1	Albedo
Necrophage oil	10% Attack power versus Necrophages	10	20	1	Dog tallow	4	Beggartick blossoms	—	—	—	—	—	—	—	—	—	—
Enhanced necrophage oil	25% Attack power versus Necrophages	15	40	4	Ursine fat	1	Necrophage oil	1	Rotfiend blood	1	Beggartick blossoms	1	Arenaria	1	Pringrape	1	Cortinarius
Superior necrophage oil	50% Attack power versus Necrophages	30	60	5	Alchemy paste	1	Enhanced necrophage oil	1	Devourer's blood	1	Beggartick blossoms	1	Arenaria	1	Pringrape	1	Hydragenum
Specter oil	10% Attack power versus Specters	10	20	1	Ursine fat	4	Arenaria	—	—	—	—	—	—	—	—	—	—
Enhanced specter oil	25% Attack power versus Specters	15	40	1	Ursine fat	1	Specter oil	1	Essence of wraith	1	Arenaria	1	Mistletoe	1	Wolf's liver	—	—
Superior specter oil	50% Attack power versus Specters	30	60	1	Alchemy paste	1	Enhanced specter oil	1	Essence of wraith	1	Longrube	1	Mistletoe	1	Ergot seeds	1	Rebis
Vampire oil	10% Attack power versus Vampires	10	20	2	Dog tallow	4	Ducai Water	—	—	—	—	—	—	—	—	—	—
Enhanced vampire oil	25% Attack power versus Vampires	15	40	2	Ursine fat	1	Vampire oil	1	Fifth Essence	1	Wine Stone	1	Cortinarius	1	Wolfsbane	1	Ribleaf
Superior vampire oil	50% Attack power versus Vampires	30	60	2	Alchemy paste	1	Enhanced vampire oil	1	Fifth Essence	1	Wine Stone	1	Cortinarius	1	Wolfsbane	1	Vermilion
Draconid oil	10% Attack power versus Draconids	10	20	1	Dog tallow	4	Ergot seeds	—	—	—	—	—	—	—	—	—	—
Enhanced draconid oil	25% Attack power versus Draconids	15	40	1	Ursine fat	1	Draconid oil	1	Cockatrice stomach	1	Nekker warrior's liver	1	Moleyarrow	1	Arenaria	1	Bryonia
Superior draconid oil	50% Attack power versus Draconids	30	60	1	Alchemy paste	1	Enhanced draconid oil	1	Cockatrice stomach	1	Nekker warrior's liver	1	Arenaria	1	Bryonia	1	Albedo
Ogroid oil	10% Attack power versus Ogroids	10	20	1	Ursine fat	4	Ginatia petals	—	—	—	—	—	—	—	—	—	—
Enhanced ogroid oil	25% Attack power versus Ogroids	15	40	2	Ursine fat	1	Ogroid oil	1	Cave troll liver	1	Arenaria	1	Ranogrin	1	Ginatia petals	1	Ribleaf
Superior ogroid oil	50% Attack power versus Ogroids	30	60	2	Alchemy paste	1	Enhanced ogroid oil	1	Cave troll liver	1	Arenaria	1	Ranogrin	1	Ribleaf	1	Aether
Relict oil	10% Attack power versus Relicts	10	20	1	Dog tallow	5	Mistletoe	—	—	—	—	—	—	—	—	—	—
Enhanced relict oil	25% Attack power versus Relicts	15	40	1	Ursine fat	1	Relict oil	1	Water hag tooth	1	Cave troll liver	1	Beggartick blossoms	1	Hop umbels	1	Green mold
Superior relict oil	50% Attack power versus Relicts	30	60	4	Alchemy paste	1	Enhanced relict oil	1	Devourer's blood	1	Hop umbels	1	Beggartick blossoms	1	Green mold	1	Nigredo

BOMBS

When swords, crossbow, oils, potions, and decoctions are not enough, Geralt has an arsenal of bombs. Bombs can affect large areas and many foes all at once, making them perfect weapons to use in situations where Geralt is severely outnumbered, but his enemies are all bunched up.

Bombs can inflict a wide range of damage effects on enemies including fire, frost and poison. Bombs that inflict damage and critical effects are at their most potent in the hands of an alchemist, who can spend talents on bonuses that increase the bomb's effectiveness.

Some bombs have no direct effect on their own but become powerful when coupled with other abilities. Dragon's Dream creates a cloud of gas that can be ignited by Igni while Moon Dust sprays enemies with silver splinters that prevent monsters from transforming. Builds focused on physical attacks will find Northern Wind's ability to freeze foes particularly useful. These passive attacks take time to set up but their combined effect can be devastating.

Bombs can be restocked through meditation and the use of strong alcohols.

BOMBS

		PRICE	DAMAGE	DURATION	CHARGES	RECIPE REQUIREMENTS															
DISPLAY NAME	DESCRIPTION	$	#	sec	#	#	ITEM 1	#	ITEM 2	#	ITEM 3	#	ITEM 4	#	ITEM 5	#	ITEM 6	#	ITEM 7
Dancing Star	Produces a fiery explosion that can cause nearby opponents to start burning. Destroys monster nests.	10	100	4	2	1	Saltpeter	2	Sulfur	—	—	—	—	—	—	—	—	—	—
Enhanced Dancing Star	Produces a fiery explosion that can cause nearby opponents to start burning. Enhanced effect. Destroys monster nests.	15	100	7	3	1	Stammelford's Dust	1	Dancing Star	1	Phosphorus	1	Sulfur	1	Sewant mushrooms	1	Hellebore petals	1	Nostrix
Superior Dancing Star	Produces a fiery explosion that ignites the surrounding area. Enhanced and extended effect. Destroys monster nests.	20	100	10	4	1	Alchemists' powder	1	Enhanced Dancing Star	2	Phosphorus	2	Sulfur	2	Sewant mushrooms	2	Nostrix	1	Nigredo
Devil's Puffball	Releases a cloud of poison when detonated.	10	100	10	2	1	Saltpeter	2	Sewant mushrooms	—	—	—	—	—	—	—	—	—	—
Enhanced Devil's Puffball	Releases a cloud of poison when detonated. Enhanced effect.	15	100	30	3	1	Stammelford's Dust	1	Devil's Puffball	1	Calcium equum	1	Endrega heart	1	Sewant mushrooms	1	Ginatia petals	1	Green mold
Superior Devil's Puffball	Releases a cloud of poison when detonated. Enhanced and extended effect.	20	100	30	4	1	Alchemists' powder	1	Enhanced Devil's Puffball	2	Calcium equum	2	Endrega heart	2	Sewant mushrooms	2	Ginatia petals	1	Rebis
Dimeritium Bomb	Releases a cloud of dimeritium slivers that block magic and monsters' magic abilities.	10	0	15	2	5	Saltpeter	2	Optima mater	—	—	—	—	—	—	—	—	—	—
Enhanced Dimeritium Bomb	Releases a cloud of dimeritium slivers that block magic and monsters' magic abilities.	15	0	30	3	1	Stammelford's Dust	1	Dimeritium Bomb	1	Optima mater	1	Powdered pearl	1	Blowball	1	Ginatia petals	1	Bloodmoss
Superior Dimeritium Bomb	Releases a cloud of dimeritium slivers that block magic and monsters' magic abilities. The blockade survives for a short time after the cloud dissipates.	20	0	30	4	1	Alchemists' powder	1	Enhanced Dimeritium Bomb	2	Optima mater	2	Powdered pearl	2	Puffball	2	Bloodmoss	1	Nigredo
Dragon's Dream	Releases a cloud of gas that explodes when ignited.	10	300	15	2	1	Saltpeter	2	Phosphorus	—	—	—	—	—	—	—	—	—	—
Enhanced Dragon's Dream	Releases a cloud of gas that explodes when ignited. Enhanced effect and chance to apply Burning.	15	400	30	3	1	Stammelford's Dust	1	Dragon's Dream	1	Phosphorus	1	Optima mater	1	Mistletoe	1	Allspice	1	Bryonia
Superior Dragon's Dream	Releases a cloud of gas that explodes when ignited. Enhanced effect and chance to apply Burning. Foes it kills explode, wounding others nearby.	20	400	30	4	1	Alchemists' powder	1	Enhanced Dragon's Dream	2	Phosphorus	2	Optima mater	2	Allspice	2	Bryonia	1	Aether
Grapeshot	Inflicts shrapnel damage to foes within its explosion radius. Deals a small amount of fire damage. Destroys monster nests.	20	350	0	2	2	Saltpeter	2	Calcium equum	—	—	—	—	—	—	—	—	—	—
Enhanced Grapeshot	Inflicts shrapnel damage to foes within its explosion radius. Deals fire damage. Enhanced effect. Destroys monster nests.	30	600	0	3	1	Stammelford's Dust	1	Grapeshot	1	Calcium equum	1	Blowball	1	Crow's eye	1	Longrube	—	—
Superior Grapeshot	Inflicts shrapnel damage to foes within its explosion radius. Deals fire damage. Enhanced effect. Damage ignores enemy armor. Destroys monster nests.	40	600	0	4	1	Alchemists' powder	1	Enhanced Grapeshot	2	Calcium equum	2	Sulfur	2	Longrube	2	Hop umbels	1	Nigredo
Samum	Blinds opponents within its explosion radius. Destroys monster nests.	10	0	4	2	1	Saltpeter	2	Celandine	—	—	—	—	—	—	—	—	—	—
Enhanced Samum	Blinds opponents within its explosion radius. Extended duration. Destroys monster nests.	15	0	6	3	1	Stammelford's Dust	1	Samum	1	Phosphorus	1	Foglet teeth	1	Celandine	1	Blowball	—	—
Superior Samum	Blinds opponents within its explosion radius. Extended duration. The first hit landed on a blinded opponent is always critical. Destroys monster nests.	20	0	8	4	1	Alchemists' powder	1	Enhanced Samum	2	Phosphorus	2	Foglet teeth	2	Celandine	2	Hellebore petals	1	Aether
Moon Dust	Contains silver splinters that temporarily prevent monsters from transforming.	10	0	20	2	1	Saltpeter	2	Quicksilver solution	—	—	—	—	—	—	—	—	—	—
Enhanced Moon Dust	Contains silver splinters that temporarily prevent monsters from transforming. Extended duration.	15	0	40	3	1	Stammelford's Dust	1	Moon Dust	1	Quicksilver solution	1	Sulfur	1	Hop umbels	1	Blowball	1	Honeysuckle
Superior Moon Dust	Contains silver splinters that permanently prevent monsters from transforming.	20	0	0	4	1	Alchemists' powder	1	Enhanced Moon Dust	2	Quicksilver solution	2	Sulfur	2	Hop umbels	2	Blowball	1	Nigredo
Northern Wind	Freezes foes. Blows landed on frozen foes deal additional damage.	10	0	4	2	1	Saltpeter	1	Ducal Water	1	Powdered pearl	2	Allspice	—	—	—	—	—	—
Enhanced Northern Wind	Freezes foes. Blows landed on frozen foes deal additional damage. Extended duration.	15	0	4	3	1	Stammelford's Dust	1	Northern Wind	2	Ducal Water	1	Powdered pearl	1	Fool's parsley leaves	1	Verbena	2	Allspice
Superior Northern Wind	Freezes foes. Blows landed on frozen foes deal additional damage. Extended duration. Chance of instant kill.	20	0	4	4	1	Saltpeter	1	Enhanced Northern Wind	3	Ducal Water	2	Powdered pearl	2	Verbena	3	Allspice	1	Quebrith

MUTAGENS

Mutagens are rare organic ingredients that can be obtained from the mashed remains of defeated monsters. They can be used in the Character Panel to increase your attack power, Sign intensity, or Vitality. Alternatively, they can be used with other alchemical components to create decoctions. Decoctions can used to increase your prowess in combat or to increase character stats.

There are two types of mutagens—lesser and greater. Lesser mutagens can be found most commonly, on any monster you slay. Greater mutagens carry the name of the monster species you killed, and provide double the stat bonus that a lesser mutagen would. Try to ensure that greater mutagens are kept handy to be used for Geralt's Mutagen Slots in the Character Panel.

RED MUTAGEN

		PRICE	WEIGHT	ATTK POW
DISPLAY NAME	DESCRIPTION	$	Kg	%
Lesser red mutagen	Lesser Red mutagen provides a boost to Attack Power.	20	0.1	5%
Greater Red mutagens	Greater red mutagen provides the largest boost to Attack Power.	20	0.1	10%

MONSTERS THAT CAN DROP GREATER RED MUTAGENS

Archgriffin, doppler, katakan, greater foglet, nekker warrior, water hag, wyvern, succubus, werewolf

GREEN MUTAGEN

		PRICE	WEIGHT	VITALITY
DISPLAY NAME	DESCRIPTION	$	Kg	#
Lesser Green mutagen	Lesser Green mutagen provides a boost to Vitality.	20	0.1	50
Greater Green mutagens	Greater green mutagen provides the largest boost to Vitality.	20	0.1	150

MONSTERS THAT CAN DROP GREATER GREEN MUTAGENS

Arachas, ekimmara, griffin, nightwraith, troll, noonwraith, fiend, grave hag, wraith

BLUE MUTAGEN

		PRICE	WEIGHT	SIGN INTENSITY
DISPLAY NAME	DESCRIPTION	$	Kg	%
Lesser Blue mutagen	Lesser Blue mutagen provides a boost to Sign Intensity.	20	0.1	5%
Greater Blue mutagens	Greater blue mutagen provides the largest boost to Sign Intensity.	20	0.1	10%

MONSTERS THAT CAN DROP GREATER BLUE MUTAGENS

Cockatrice, chort, foglet, forktail, earth elemental, ekhidna, ancient leshen, basilisk, leshen

FOOD AND DRINK

Geralt can withstand hunger better than most, but combat is demanding, and injuries take time to heal naturally. With food and drink, Geralt can restore his Vitality or Stamina quickly for a short period of time.

Collectible food items, like the honeycomb, can be sold for an additional price at herbalist and alchemist shops. Some edibles can also be used in alchemical formulae and to replenish potions.

TOXIC RECOVERY

While some alcohols provide a hydration bonus for Stamina recovery, they also have a toxic effect on Geralt and may result in blurred vision for a short duration.

ALCHOHOL, ACIDS, FATS, OILS, AND SWEETS

TYPE	NAME	$	Kg
Alchemy	Empty bottle	1	0.2
Alchemy	Alcohest	10	0.8
Alchemy	Cherry Cordial	25	0.7
Alchemy	Dwarven spirit	20	1
Alchemy	Mahakam Spirit	8	0.7
Alchemy	Mandrake cordial	45	1.1
Alchemy	Nilfgaardian Lemon	40	0.7
Alchemy	Redanian Herbal	36	0.8
Alchemy	Temerian Rye	32	0.8
Alchemy	White Gull 1	100	1.3
Drinks	Beauclair White	18	1
Drinks	Dijkstra Dry	12	1.2
Drinks	Erveluce	35	0.8

TYPE	NAME	$	Kg
Drinks	Est Est	40	0.7
Drinks	Kaedwenian Stout	7	0.5
Drinks	Mettina Rose	15	1.2
Drinks	Local pepper vodka	2	0.7
Drinks	Redanian Lager	11	0.5
Drinks	Rivian Kriek	6	0.5
Drinks	Viziman Champion	7	0.5
Sweets	Candy	1	0.1
Fruits	Very good honey	30	0.6
Sweets	Honeycomb	20	0.05
Sweets	Toffee	5	0.05
Fruits	Vinegar	4	1

DAIRY

TYPE	NAME	$	Kg
Dairy	Cheese	10	0.5
Dairy	Fondue	15	1
Drinks	Cows milk	3	1
Drinks	Goats milk	4	1

BREAD

TYPE	NAME	$	Kg
Wheat	Bread	4	0.6
Wheat	Burned bread	1	0.5
Wheat	Bun	2	0.1
Wheat	Burned bun	1	0.1

PROTEINS

TYPE	NAME	$	Kg
Meat	Ham sandwich	6	0.1
Meat	Fried meat	5	0.5
Meat	Raw meat	5	0.45
Meat	Mutton curry	20	0.8
Meat	Mutton leg	14	0.4
Meat	Pork	11	1.6
Meat	Grilled pork	15	0.4
Meat	Wolf liver	10	0.9
Meat	Chicken	15	1.9
Meat	Chicken leg	5	0.6

TYPE	NAME	$	Kg
Meat	Roasted chicken	20	2
Meat	Roasted chicken leg	8	0.6
Meat	Chicken sandwich	7	0.2
Meat	Grilled chicken sandwich	9	0.2
Meat	Fish	7	0.95
Fish	Gutted fish	5	0.45
Fish	Fried fish	7	0.05
Dairy	Egg	1	0.05
Fruits	Dried fruit	4	0.05
Fruits	Dried fruit and nuts	8	0.1

FRUITS AND VEGETABLES

TYPE	NAME	$	Kg
Drinks	Bottled water	10	1
Fruits	Apple	1	0.05
Drinks	Apple juice	6	1.2
Fruits	Baked apple	1	0.05
Fruits	Banana	4	0.05
Fruits	Blueberries	8	0.1
Fruits	Butter Bandalura	5	0.1
Fruits	Grapes	9	0.05
Fruits	Pear	8	0.2
Fruits	Plum	7	0.1
Fruits	Potatoes	2	0.2
Fruits	Raspberries	8	0.1

TYPE	NAME	$	Kg
Drinks	Raspberry juice	7	1
Fruits	Strawberries	8	0.1
Fruits	Tirnalia potion	1	0.05
Vegetables	Bell pepper	8	0.05
Vegetables	Cucumber	1	0.3
Vegetables	Mushroom	20	0.05
Vegetables	Olive	2	0.1
Vegetables	Onion	1	0.1
Vegetables	Pepper	4	0.2
Vegetables	Baked potato	1	0.2
Vegetables	Chips	8	0.1

Witcher 3: The Wild Hunt has a massive amount of items to collect with many different stats and values, so many that we've had to expand this section into our eGuide! For people who own the physical guide, this eGuide is completely free (the code has been included on a page in the Standard Edition, or on the reverse side of the back sheet for the Collector's Edition). The Inventory chapter in the eGuide contains expanded charts for all items listed in the print guide, and also includes a list of books found in the game world, additional crafting material listings data, and more!

Redeem your eGuide code at primagames.com/code

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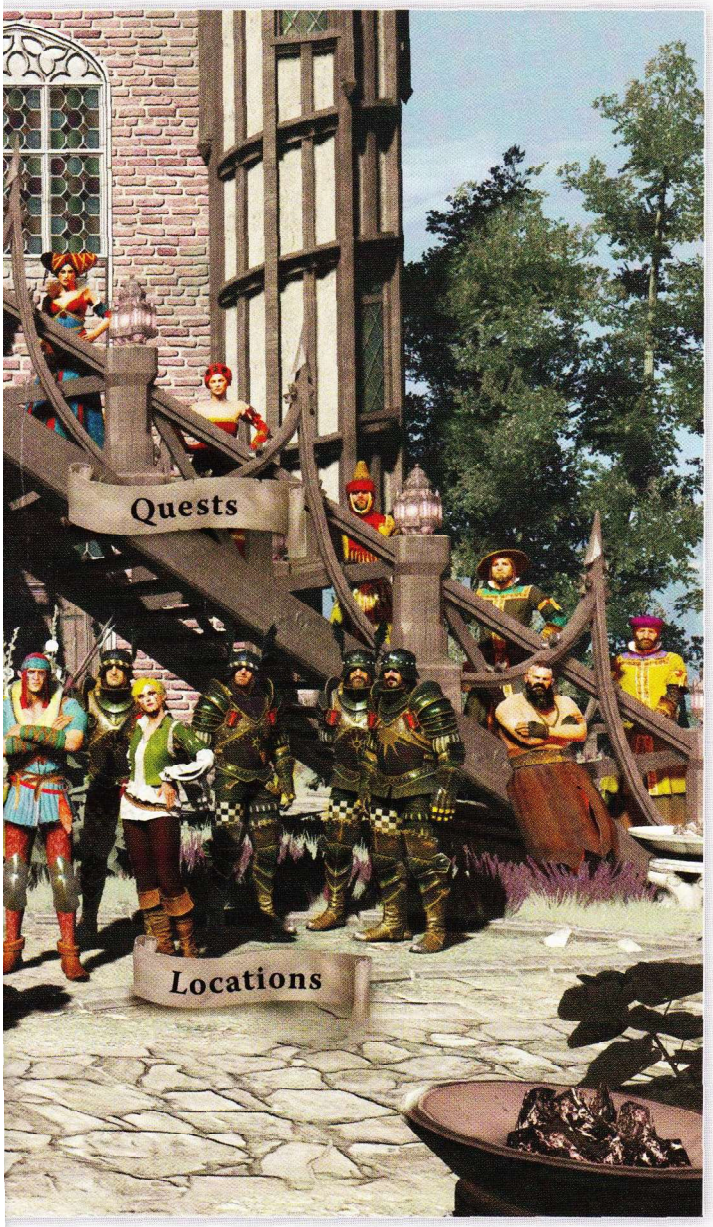

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Prima Games
An Imprint of Random House, LLC, a Penguin Random House Company
3000 Lava Ridge Courte, Ste. 100
Roseville, CA 95661

www.primagames.com

Written by David S. J. Hodgson, Loren Gilliland, and Alex Musa

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ISBN: 978-0-8041-6159-6

Printed in the USA.

AUTHOR ACKNOWLEDGEMENTS

DAVID S. J. HODGSON

To all CD PROJEKT RED, thank you for your tireless help and support during this project; the guide couldn't have been anywhere near as thorough without you. Thanks to Chris, Tim, Dan, Wil, Justin, and all at Bradygames for their patience, enthusiasm and work ethic. Cheers to Andy, Aaron, Jessie, Paul, and Shaida at Prima. Thanks to Alex and Drew for their dedication. Thank you to my loving wife Melanie; Mum, Dad, and Ian; Loki; The Moon Wiring Club for Marcus' signature; Laibach, Kraftwerk, The Benningtons; and N for Necronomicon, That horrid flesh-bound book of magic, The reading of which by mere mortals bring their damned souls, To ends both terrifying and tragic.

ALEX MUSA

Special Thanks to the Team, for all the hard work and tenacity throughout this challenging project. To my friends and family, for understanding why I disappear for weeks and months at a time. To CD PROJEKT RED, for bringing *The Witcher* games to the world. To Geralt's Funny Neck Tattoo, and other mistakes that will last a lifetime. WE ARE HERE, BECAUSE YOU ARE HERE, BECAUSE WE ARE HERE, BECAUSE.

LOREN GILLILAND

A Big Thank You to Banan and Maciej for your invaluable personal attention and time. To the Team, thank you for all the exceptional support. Thank you for all the hard work put into such an amazing meticulously detailed game. Without your help none of this guide would have come together as it did. I can't wait to see what the CD PROJEKT RED team does next!

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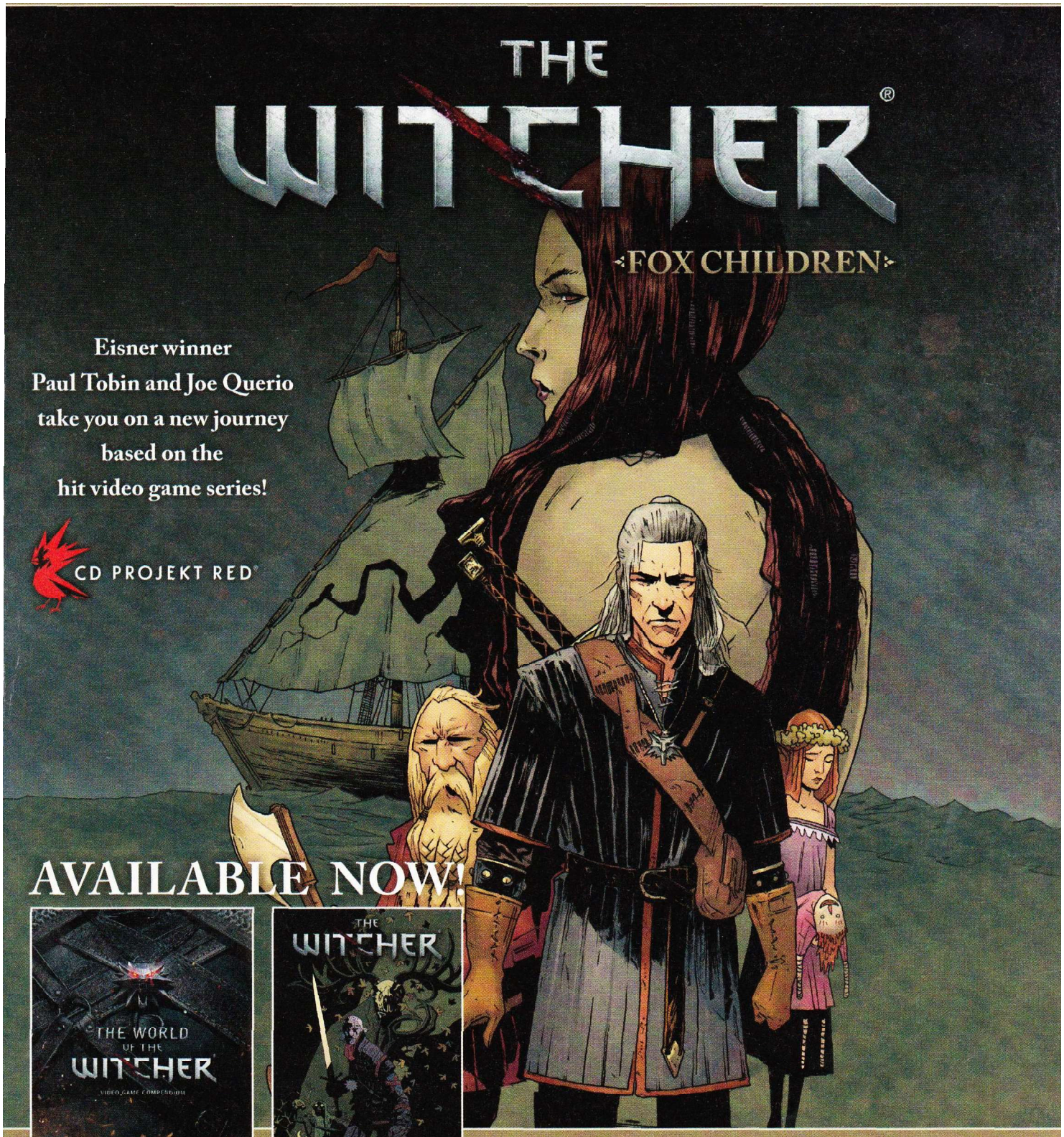

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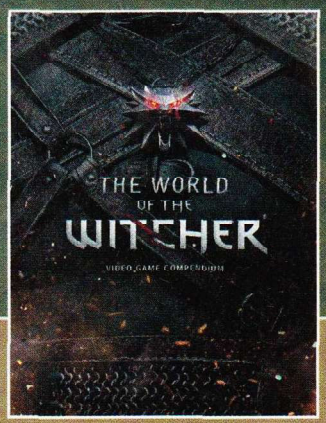

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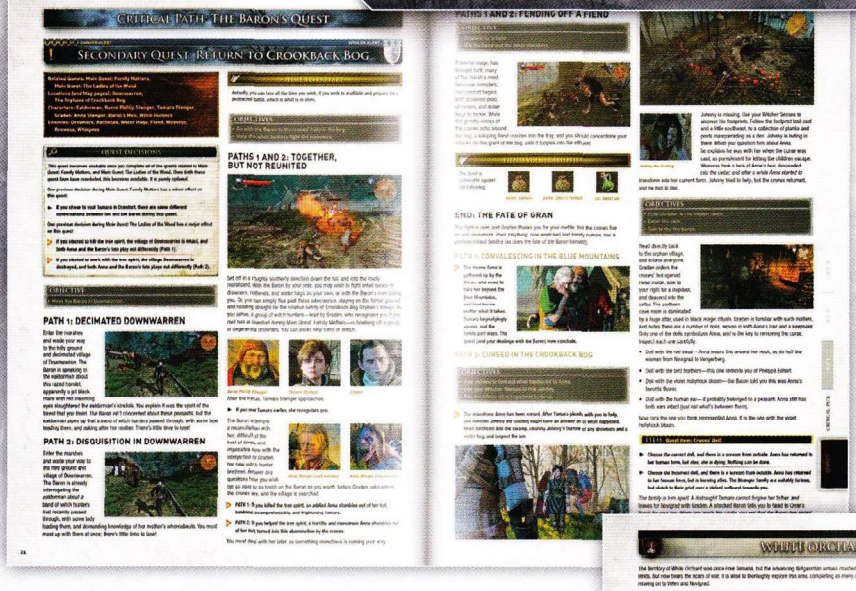

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ISBN: 9780804161596

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